

UPPER MINTENDO • GENESIS • TURBO GRAFX • NEO GEO • LYNX • GAME GEAR

**DIEHARD**

# GAME FAN

**NEXT GENERATION VIDEO GAME MAGAZINE**

VOLUME 1 • ISSUE 6

**VIRGIN'S AWESOME NEW**

## COOL SPOT

**FOR THE SEGA GENESIS**

**FIRST LOOK**

### STREET FIGHTER II CHAMPION EDITION HITS GENESIS

**INSIDE THIS ISSUE!**

SEGA: SHINING FORCE, BATMAN CD,

DRACULA CD, TERMINATOR CD,

KING OF THE MONSTERS.

SUPER NES: TAZ-MANIA, TUFF E NUFF,

2020 BASEBALL, RUN SABER, STARFOX.

**WORLD EXCLUSIVE ...**

STREET FIGHTER II

CHAMPION EDITION

20 MEGS FOR YOUR TURBO

**TURBO EXCLUSIVE**

JUNGLEON EXPLORER 2

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& JOE RETURN

FATAL FURY 2



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05



# TAKE ON THE PROS!

R.B.I. '93 puts you into the big leagues with nearly 700 REAL Major League Baseball Players from all 28 professional rosters, including Colorado and Florida.

Plus you'll face them on their own turf—from Chicago's friendly confines to the Big Green Monster in Boston.

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It's easy, just look for R.B.I. '93... It's the only game in town.



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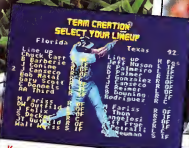
DENNIS ECKERSLEY



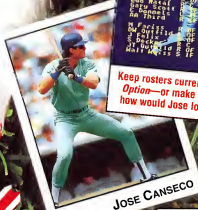
KIRBY PUCKETT



With 28 real stadiums, Kirby Puckett can explode in the hometown Homer Dome or sink a pearl in the K.C. waterworks



Keep rosters current with Create Team Option—or make your own trades... how would Jose look in Florida teal?



JOSE CANSECO



BARRY BONDS



**TENGEN**  
VIDEO GAMES



# RBI '93 BASEBALL

- Biggest-selling baseball series in video-game history
- Improved and upgraded gameplay features, including *Home Run Derby*, *Fielding Practice* and *Individual Player Performance Stats*
- Full player rosters for all 28 professional teams—including new Colorado and Florida franchises
- Real, fully detailed home stadiums for all 28 teams

AVAILABLE  
week of  
APRIL 26



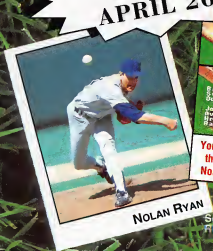
MARK MCGWIRE



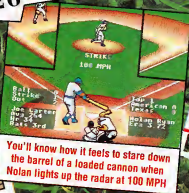
New features include fielding practice and two levels of computer-assisted defense—as if Cal Ripken needs it



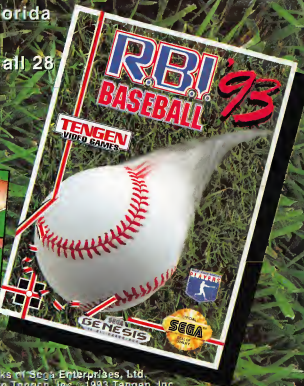
CAL RIPKEN JR.



NOLAN RYAN



You'll know how it feels to stare down the barrel of a loaded cannon when Nolan lights up the radar at 100 MPH



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MLBPA

SEGA  
GENESIS  
32 BIT CARTRIDGE



**DIEHARD**

# GAME FAN

**NEXT GENERATION VIDEO GAME MAGAZINE**



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**All Art By:**  
**Terry Wolfinger**  
(The original skull boy!)



THE

# EDITORIAL ZONE



## DIEHARD GAME FAN NEXT GENERATION VIDEO GAME MAGAZINE

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Welcome to Issue #6. We spent a lot of late nights on this one, so I hope you like it. This past month, mainly due to the upcoming release of Mortal Kombat, my mail box filled with letters from concerned gamers regarding...censorship. It seems like all of you SNES owners already know Nintendo's going to hack the death moves out of your MK. Doesn't Nintendo realize that the people who are going to buy this game have been playing it in the arcades for months? We've already seen the gore, you can't do anything about that now.

It's funny, anyone at any age can flip on the TV and view the most horrendous carnage imaginable, but they have to take the goo out of Splatterhouse. Let's see, today Oprah interviews hemorrhoid sufferers who talk with aliens and, in other news, a man dressed like Ronald McDonald blew up a Burger King and, on Married With Children, Al's rippin' farts and setting traps for the kids. Hey, if you don't like it, turn it off. So, why doesn't the same apply to video games?

Well, in my opinion, it's not so much Nintendo not wanting to expose you to it, as it is trying to avoid bad press. You see, there are these special interest groups (people who have no lives) that have nothing to do but tell us why the world's such a mess and how they are going to fix it (funny, most of these people look like the kind you spend your whole life trying to avoid). Anyway, they believe that after, let's say, a good game of Splatterhouse, we are all going to go out and buy hockey masks and chainsaws then cruise down the street wasting people. "You're selling violence," they say, and I guess the big "N" hears them. So Nintendo, rather than rocking the boat in fear of lost revenues, just goes along...I guess. Basically, they're playing it safe. So, here's what I think. Being that gaming now covers a huge age group, from 5-55, why don't they just rate the games as they do movies? Or, better yet, produce half of a title with the violence and half without, that way, we could choose. If mom doesn't want you seeing Raiden exploding heads, then she can buy the "G" version. But, for those of us who think that's the best part of the game, we can buy the "R" version. Simple, isn't it? Maybe I should go apply at Nintendo.

The fact is, linking games with violence is simply retarded. I'm pretty sure that most of us realize games are not real, duh! Just because we threw a fire ball at Chun Li, that doesn't mean Aunt Bee is going to become a crispy critter. For those of you who think games are real, seek psychiatric help, you are messed up. If these special interest groups are so concerned about our well being, why don't they throw a rope around Geraldo, whose guests today are cross-dressers who sleep with power tools, and leave the game industry alone.

*Dave Halverson*

## VIEWPOINT



MORREY SPECIAL K FANTASTICO

Skin Sgt. GAMER TOM SLICK THE ENQUIRER

TALKO

K. LEE

99

# This Gal Gets Around!

**RENOVATION**

**TIME GAL**

**SEGA**  
OFFICIAL QUALITY

**SEGA CD**

LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA CD™ SYSTEM.

Over 30 minutes of full motion animation!

Test your action-reaction skills with 3 levels of difficulty!

From Renovation / Wolf Team

This Gal's been all over, from 70,000,000 B.C. to 4,000 A.D! She's traveling the world searching through time for the devious Luda. Help her stop Luda before the world is destroyed. Jump onto your time machine as you travel through 16 exciting eras from the past, present and future. Leap from plane to plane in a WWI dog fight, sail a Spanish Galleon on the high seas, battle robots in a space station and escape from hungry dinosaurs.

Can you and Time Gal brave the challenges and catch Luda before time runs out?

***Here's one date you won't forget!***



Renovation Products, Inc. 4655 Old Ironsides Dr., Suite 265 Santa Clara, CA 95054

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Welcome to Game Fan's TOP TEN and MOST WANTED section. Here are the results based on your cards and letters.... Keep them coming, because each time you write in (see instructions below) your name will go into a monthly drawing to win one of the goodies on the bottom of the page. So make your picks and send 'em in!

## TOP TEN

- 1 Street Fighter II (SNES)
- 2 Sonic 2 (GEN)
- 3 Super Star Wars (SNES)
- 4 Streets of Rage 2 (GEN)
- 5 Mario Kart (SNES)
- 6 Art of Fighting (NEO)
- 7 Ecco (GEN)
- 8 World of Illusion (GEN)
- 9 Death Valley Rally (SNES)
- 10 Cobra Command (SEGA CD)

## MOST WANTED

- 1 Starfox (SNES)
- 2 Batman CD (SEGA CD)
- 3 Sonic CD (SEGA CD)
- 4 Batman CD (SEGA CD)
- 5 Battletoads (SNES)
- 6 Final Fight 2 (GEN)
- 7 Bubsy (SNES)
- 8 Mortal Kombat (SEGA CD)
- 9 Silpheed (MEGA CD)
- 10 Landstalker (GEN)

**First Prize:** Your choice of a core SNES, GENESIS, or LYNX!!!! (Cool ha?)  
**Second Prize:** Your choice of Skid, Sgt. Gamer, Tom Slick, or The Enquirer's pick of the month.  
**Third Prize:** A **FREE** year of Game Fan!

Congratulations to the following winners of last month's contest:  
**First Prize:** Richard J. Camacho of Vero Beach, FL • **Second Prize:** Craig Mc Nair of Hilton, NY  
**Third Prize:** Brett Phoanka of West Bend, WI

All you have to do to enter the drawing is fill out the readers survey/ TOP TEN card on page 82 and include a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, then send them to:

**GAME FAN TOP TEN 6400 Independence Ave., Woodland Hills, CA 91367**

Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.

Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.



# HOCUS

## Travel With Thy Controller In Hand

### Mazin Saga (Mega Drive)

Big mode only:

Enter the option screen and set the sound # to 18 and the sound effects # to 72. Then go to the title screen and start the game and fight!



### Shadow of the Beast (Turbo DUO)

Invincibility:

At the title screen (while the beast is running), hit II, I, I, II. If the code works properly your energy should change to 99.



**Axelay Ending.**  
Finish the game on hard twice and you should see a slightly different ending!



### T.M.N.T. (Genesis)

Stage select:

At the Konami Logo press C, B, B, A, A, A, B, C. Then, at the title screen press A, B, B, C, C, C, B, A. Start the game and a stage select screen will appear.



### Sonic Blastman (SNES)

Level Select & Very Hard Mode:

Very hard: At the title screen press Start while holding L & R on the top of the joypad.

Level select: At the option screen set the cursor on music and change the music # to whichever stage you wish to play. Then, while holding Select, press L, R, R, L, and Start. Wait a few seconds and you'll skip to that level.

Morrey Tip: Do the same thing as the level select with the music number on HIT and you'll be able to play any bonus stage.

Tom Slick Tip: Do the same thing as the level select with the music number on BOSS to play all the bosses.



### X-MEN (GENESIS)

Stage select:

Turn on the Genesis and on control pad 1 press and hold DOWN, A and C. When the title screen appears press START, unplug the controller, then plug it into port 2 and hit START. Then, plug another controller into port 1 and hit START again. When you start the game while in the control room (see picture) pick one of the access panels (from left to right, 1, 2, 3, etc.) and warp to your favorite level!



BY MORREY & TOM SLICK

# POCUS

**To a Land Where Cheaters Prosper.**

## Streets of Rage 2 (Genesis)

### Play character vs. character:

At the title screen, on control pad 1 hold to the RIGHT and button B, and on control pad 2 hold to the LEFT and button A. Then, while holding the buttons down hit button C on control pad 2. Start the game and both players can choose the same character.

#### SELECT PLAYER



## ECCO (Genesis)

### Last Boss code:

At the password screen type:

AHNLUKR

### Try out these:

ALNILSEN  
ATLANTIS  
STARFISH  
NNNNNNNN  
FREESWIM



## Star Fox (SF/SNES)

### How to find the Black Hole:

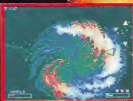
Go to the Asteroid Field on level 1. Wait until you've passed the third group of rotating asteroids (try to get as close as you can to each one before you shoot it), then go to the lower left corner of the screen and look for an asteroid with a face on it. Destroy this and you should see a Black Hole appear. Enter this hole and you'll be in for a big surprise!

### Character test:

Get a score of 15,000 or more, then enter the continue screen with one credit left. Press in any direction, B, or Y on the second controller and an enemy character will appear on the screen. B or Y on the second controller scrolls through enemies and the first controller scales, rotates, and controls the character.

### How to find Out of this Dimension:

Go to the asteroid belt on level 3 and blow up the first giant asteroid on the right. Then, an egg will appear. Destroy the egg and a bird will fly out. If you can catch it then you will be transported to a very strange place!



## Tiny Toon Adventure (SNES)

### Sub-games:

To play any Sub-Game, enter this password (see picture).



## Action Replay Codes

### Pugsley's (SNES)

7E00-9503 Energy  
7E00-4D05 Lives  
7E00-8449 Moon Jump

### Power Moves (SNES)

7E00-EB20 Unlimited Energy

### Cool World (SNES)

7E00-ED09 Money  
7E02-1B06 Lives



# THE ADVENTURES OF MONITAUR

MONITAUR, PROTECTOR OF GAMERS EVERYWHERE SCOURS THE NATION FOR THOSE IN DANGER OF PLAYING A BAD GAME.

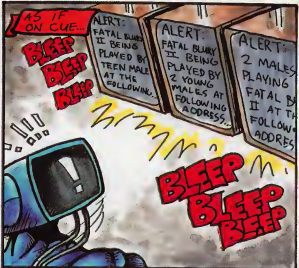
AND NOW A WORD FROM OUR SPONSOR.



THAT'S RIGHT KIDS! THE NEWEST BLOWMEISTER GAME, "FATAL BLURRY II", IS IN STORES TODAY! UNLIKE OTHER FIGHTING GAMES, OURS FEATURES HUGE CHARACTERS, GREAT SOUND + ANIMATION, AND TONS OF SPECIAL MOVES. IN FACT...

MORE LIES!

HOW MANY MORE MUST SUFFER FROM THEIR GAMES?!



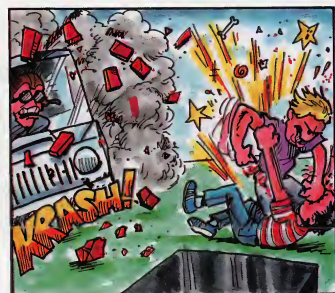
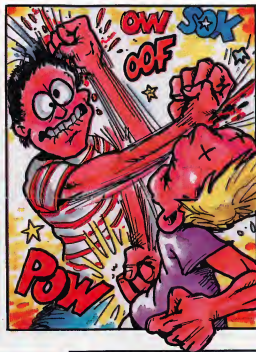
THREE AT THE SAME TIME! I CAN'T GET TO THEM ALL AT ONCE!!

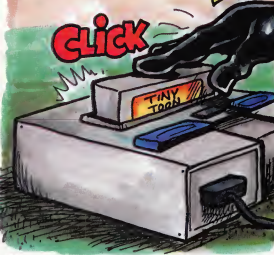
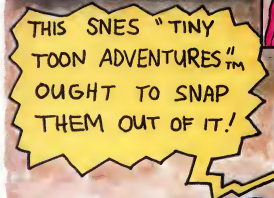
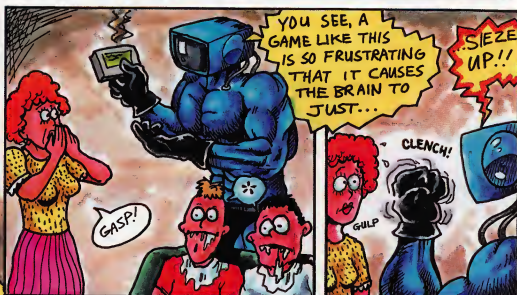
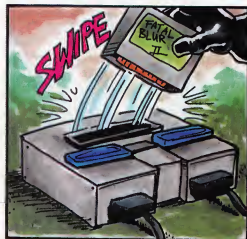
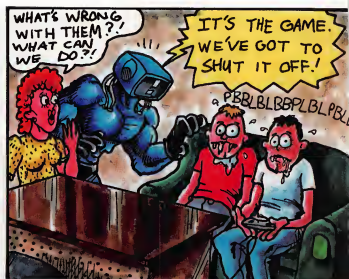
I'LL NEED SOME HELP.

AFTER DESCENDING TWELVE STORIES INTO THE SUB-LEVEL...

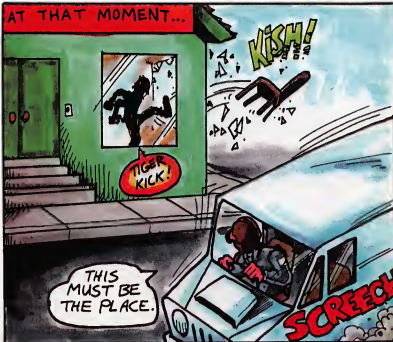
I HOPE HE'S UP FOR IT.



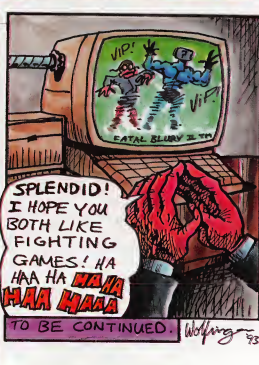
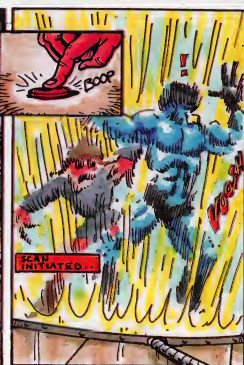
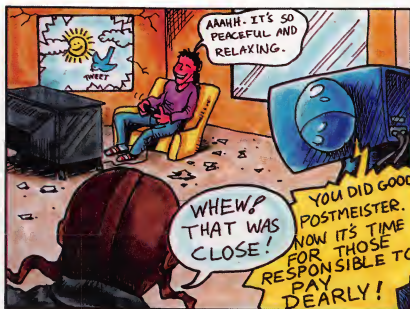














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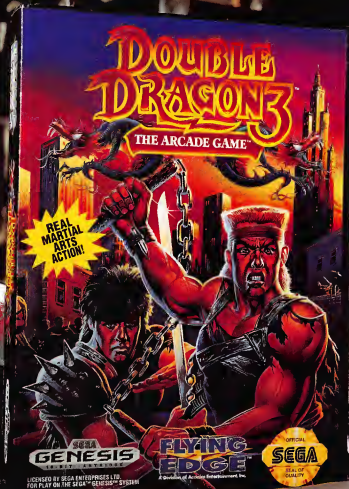
# IMAGINE A WORLD WITHOUT MARIO

MARIO'S NEWEST ADVENTURE IS  
COMING SOON ON SUPER NES™



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# DEADLY WEAPONS!

The original martial arts legend continues... with all the hard-hitting arcade action at *your* command! Battle your way across the globe with awesome special moves and deadly weapons *straight from the arcade!*

Whether it's a swirling Hurricane Kick or staggering One Armed Head Butt... a razor sharp Warrior Sword or lethal Nunchakus... *you* have what it takes to crush your ruthless enemies!

**Double Dragon 3™: The Arcade Game™**-- a quest that leads around the globe... to the adventure of a lifetime!

**ARCADE  
SMASH!**



**SLICE THROUGH  
SAMURAI!**



**UNWRAP POWERFUL  
MUMMIES!**



**HALF-HUMAN  
CREATURES AWAIT!**



**BILLY AND JIMMY  
LEE ARE BACK!**



**BATTLE YOUR WAY  
ACROSS THE GLOBE!**

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# VIEWPOINT

## HONESTY IS OUR ONLY EXCUSE

SUMMER IS APPROACHING AND THINGS ARE REALLY HEATING UP. IT'S TIME TO DIG OURSELVES OUT OF THE MUD AND SNOW AND GET READY FOR THE SUMMER SURGE. OVER THE NEXT FEW MONTHS, VIEWPOINT WILL SURELY GROW. BUT, FEAR NOT. WE PLEDGE TO MAKE SURE THAT YOU BUY ALL THE RIGHT GAMES, KEEPING YOU INDOORS AND AWAY FROM THOSE HARMFUL UV RAYS.



	SKID'S PICK	SGT. GAMER'S PICK	TOM SLICK'S PICK	THE ENQUIRER'S PICK
<b>Sega</b>	You don't know how hard this is for me. I really, really want to pick Taz but I keep having Flashbacks and seeing Spots...	This was a close call between Taz and Tecmo B'Ball. Since I haven't picked a sports game before, I'm going with hoop, it's too smooth.	Spot is my game of the month. This game represents everything that is right in gaming. No scaling, no Mode B3, nuthin'. Just pure fun!	There were tons of excellent games this month, but of course, Mr. Fighting always picks a winner. And that was Fatal Fury 2.
<b>Nintendo</b>				
<b>Atari</b>				
<b>Neo Geo</b>				

RATED BY:	SKID	SGT. GAMER	TOM SLICK	THE ENQUIRER
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### SHINING FORCE - SEGA - 12 MEG - 1 PLAYER - SEE REVIEW PG. 25-27

<b>89%</b>	Role Playing, strategy, great graphics and music, it's all here thanks to Sonic Team and S.O.A. This is one of those games you can sit down with for a week. It's long, and involved. Those starving for RPGs finally get a little taste of Japan. More please.	<b>90%</b>	Oh ya, commanding troops? No worries. Go to battle with the sarge and you ain't coming home. Shining Force is the ultimate combat simulation mixed with a great story. It kept me up for days. Over and out.	<b>82%</b>	What I like most about this game is the combination of strategy and RPG. The story is very involving and the fight scenes are dramatic. I also like the different characters you can choose to join. If you liked Shining In The Darkness, you'll love Shining Force.	<b>85%</b>	Finally, the great Shining Force makes it to our shores! Shining Force has beautiful light scenes and a very involving quest. With 31 characters to choose from, fighting the enemy never gets boring. Hopefully Sega will keep the RPG's coming!
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### GLOBAL GLADIATORS - VIRGIN - 8 MEG - 2 PLAYER - SEE REVIEW PG. 28

<b>92%</b>	Don't let the Mickey D's tag fool ya, this is a goo test, great fast run, smog jup and ice trek that all true action gamers must take. Graphics and music this good are seldom seen and heard. It's one of the all time best for the Genesis.	<b>90%</b>	No matter what you're into you'll like this game. The quality of the graphics and sound have Virgin written all over them. I come back to Global Gladiators over and over. This one shows what the next level has in store. Too bad you can't shoot Ronald McDonald though.	<b>92%</b>	Ah, life is good. It's games like this that make me glad to be alive. Virgin took a McDonald's game and made it cool. The graphics are crisp and colorful and the music is fast and upbeat. Add quick control & response and you get an awesome game.	<b>87%</b>	I'm really impressed with this cart. Virgin outdoes themselves every time. Besides having the best Genesis graphics next to Spot, the action is outstanding. Another good pointer was the sound effects and music. I never thought the Sega could produce sound like this.
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### COOL SPOT - VIRGIN - 8 MEG - 1 PLAYER - SEE REVIEW PG. 29-31

<b>96%</b>	Here's some of the cleanest programming you will ever find on the Genesis. Spot is graphically perfect, fun and challenging, start to finish. David Perry takes a red hockey puck with arms and legs and creates a masterpiece. Thanks, David!	<b>93%</b>	Virgin has managed to take what began as a unique commercial and transformed it into one of the most playable and enjoyable action/platform games of the year. They may look like walking hunchbacks, but these cats can play. With this title, David Perry and his gang really hit the Spot.	<b>93%</b>	This is one of the best games I've played...ever. The backgrounds are beautifully colored and the amount of animation used on Spot is amazing. Character control is perfect and the music goes great with each level. The real treat is the bonus levels, too cool.	<b>95%</b>	Spot's got everything you need. It's long, extremely fun, has great control, and music that fits just right, so grab a 7-Up and a controller and go find Spot as soon as it hits the stores, I guarantee you'll dig it.
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### AFTER BURNER 3 - SEGA - CD - 1 PLAYER - SEE REVIEW PG. 36

<b>40%</b>	Afterburner 3 is as flat as a pancake. If this was all pilots had to look at, we'd all be bailin'. Strap on your parachute and walk out on this one. But, grab the music for your car before you jump.	<b>35%</b>	Hello ... Japan? Can you say hardware scaling? This game should have been given to Malibu about 6 months ago, then we would have seen the real Afterburner. The tunes are great, but both A32 on cartridge and G-Loc are better games. Oh well, back to Batman CDI	<b>60%</b>	After playing the Mega CD version, I hoped Sega would reconsider an American release. But, here it is. This game just didn't have the feel that part 2 had (in fact, I liked part 2 more). Most of the game is played from cockpit view, using very few frames of animation on the planes...bogus.	<b>46%</b>	After Burner mimicks the arcade in every way! Yeah right ... and THQ makes great games! What's the deal? There's enough loading, flat graphics and no scaling for the whole family. These programmers need to take a look at Batman, they could learn something.
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### KING OF THE MONSTERS - TAKARA - 8 MEG - 2 PLAYER - SEE REVIEW PG. 37

<b>87%</b>	Once again the great 68000 allows programmers to reach near Geo quality, for a fraction of the price. It's all here, including the sampled sounds. Makes the SNES one look like dog meat. I like my Genesis more everyday.	<b>89%</b>	Takara has spent the last few months flexing its programming muscles on the Genesis & KOM is their latest triumph. I loved the game on the Geo and little has been lost in the translation. If they keep this up, SNK is gonna put a certain 24-bit machine on the endangered species list.	<b>82%</b>	This game blows the doors off the SNES version. The graphics are good, the control is great and most of all the challenge is perfect. Even the music is better than the SNES. I still can't believe it's only 8 megs. Nice job Takara!	<b>83%</b>	Takara has got another winner. The home version of KOM is just as good as the Geo. The moves are much easier than the arcade and the music is excellent for the Genesis. If Takara keeps on making games this good, who needs those expensive Geo titles?
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### FLASHBACK - U.S. GOLD - 12 MEG - 1 PLAYER - SEE REVIEW PG. 38-39

<b>97%</b>	There are some games you just have to have and this is definitely one of them. Can you compare it to Out of this World...No! Here's what's better. Graphics, color, animation, story, playability and control. I guess that's about everything... Amazing.	<b>96%</b>	How often does an action game test your mind as well as your skills? ... Hardly ever. New innovations like this are what it's all about. I hope more companies take their time to produce this kind of quality. So it takes a little longer...Hey, I'll wait.	<b>92%</b>	This game brings the Genesis to a new level. The amount of animation used on all the characters is amazing and once you wire the control like it's you on the screen, I couldn't find one thing in this game. It's like playing a movie you want to see over and over.	<b>96%</b>	Flashback blows away Out of this World. The character moves better than Prince of Persia and the story is similar to Total Recall. The game play is near perfection. The reason it didn't get a 100% was the music. It's too bland.
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## HUMANS - GAMETEK - 4 MEG - 1 PLAYER - SEE REVIEW PG. 42



**70%** Patient puzzle gamers will like Humans. It has better graphics and play mechanics than Lemmings, but takes longer to master. If you're into thinkers check these cave-dwellers out. You're sure to go away happy...needs music though.

**74%** Graphically Humans looks just right. The levels are colorful and the animation is very well done. What hurts this one though is the slow pace and weird controls. For me to get into a puzzler I need more than graphics.

**72%** Not being a puzzle game fanatic I'm not really qualified to review this game but I can definitely see where puzzle game players would really enjoy it. The characters are drawn well and the animation is very good for such small characters. Hey who knows, maybe if I review enough of these ...

**69%** Humans is not my type of game but I will still try to give it a fair review. It's basically the same type of game as Lemmings, and had the potential to be as good if it weren't for the cumbersome interface. Maybe Gametek can reconstruct the control before releasing the game.

## MUTANT LEAGUE FOOTBALL - E.A. - 8 MEG - 2 PLAYER - SEE REVIEW PG. 41



**81%** It's about time someone put some go in this game. It's like playing Madden with dead guys. Blood spurts! Heads fly! Go long and tall off the planet. Oh well, he was dead anyway...neato, EA!

**88%** EA Sports has new competition from their own backyard. Flying heads, blood, gore, decomposing, undead scoring beasts you give it such a glow. I don't know if it's football, but I like it! Heads off to Electronic Arts for heaving the guts to deliver this carcass bashing goo-fest!

**88%** I am glad this game didn't turn out to be a Madden rip-off. The control is the same, but that's about all. The sound effects are great and the blood lets you know if you're hurt...or dead. Complete with stats and instant replay, Mutant League Football is a must.

**83%** Madden meets Beetlejuice. That's exactly what this is. Madden playability with Demons from the dead as your players. Cool huh? Imagine charging down the field and accidentally falling through the field into space! Remember, murder carries a ten yard penalty!

## R.B.I. '93 - TENGEN - 8 MEG - 2 PLAYER - SEE REVIEW PG. 42



**80%** Hey, I'm not the guy to ask about baseball games, except for the hot dogs you can have it. But after playing Talko a couple of times (And roasting em, it's all reflexes y'know) I'd have to say this is the best one I've played on the Genesis. Rod Riot would make me happier.

**86%** Tengen has got this baseball thing wired. They have taken cartridge SB games to a point where it is getting very difficult to improve on the theme. Although I would have liked to see a better w/accumulating stats and a season, R.I.B.'93 stands at the pinnacle of the 16-bit baseball world.

**79%** Man, I'm gonna put one over the green monster if it kills me. For a guy who really doesn't like baseball that much I have been playing the crud out of this game. I don't think 16-bit baseball can get much better than this. If you like baseball, you'll love this game.

**80%** I don't like sports games that much but R.B.I. '93 is the first baseball game that caught my eye. The playability and feel present in R.B.I. are missing from most of today's sports games. Now if Tengen would only make a basketball game, wouldn't that be wonderful?

## DEVASTATOR - WOLFTEAM - CD - 1 PLAYER - SEE REVIEW PG. 46-47



**76%** What a Cartoon! Too bad I can't say the same about the game. The graphics and music are good but it's way too silly and the artwork is only O.K. What happened to the guys that programmed Earnest Evans? Wolfteam needs him back. Could have been done on cartridge.

**69%** Devastator wasn't all that devastating. The cartoon is phenomenal but the game lacks any real excitement. It's good enough to play through once but that's about it. Compared to games like Final Fight and Splintered, Devastator falls way short.

**75%** The Devastator cartoon really impressed me. I just wish the action stood out as much as that and the music. The game itself could have been done on cartridge, but as an overall package with all three elements it's worth a look.

**74%** Cool cartoon, great music and very little excitement added up to Devastator. It's not a bad game, but, as a CD title, it's just a plain shooter/action game that wouldn't have even been impressive on cartridge.

## MAZIN SAGA - SEGA OF JAPAN - 8 MEG - 1 PLAYER - SEE REVIEW PG. 43-45



**91%** Mazin Sage really surprised me. The one-on-one is breathtaking and the creative side scrolling is pretty cool, too. Either one would make a great game in itself. Other welcome ingredients are the unbelievable amount of scrolls and the cool, demonic characters. Mean, mean, mean.

**82%** Although the character animation in the one-on-one is tremendous and the scrolling and color usage sets new standards on the MD/Gen, the side scrolling action scenes and the fighting itself really show nothing new. A nice effort, but it's not my first game off the shelf.

**91%** It's games like this that make me wonder how Sega does it. The graphics are intense, with cool morphing effects and fluid animation. The amount of detail put into this game will blow you away. The only thing that could have made it better is a 2 player mode.

**83%** This is the first one-on-one fighting that I have really liked. There are no major scrolls here and the animation is the best yet. It's too bad it's not just one-on-one fighting, otherwise it could be a major competitor in the fighting game arena. Give me a sequel please.

## TAZ-MANIA - SUNSOFT - 8 MEG - 1 PLAYER - SEE REVIEW PG. 54-56



**98%** The mold has been cracked. I have to thank the crew at Sunsoft for being brave enough to do something new. The end result is fantastic. This game is sooo fun and sooo addicting and sooo hard. I'm still playing it all of the time. No kiwi is safe.

**92%** Sunsoft has combined the humor and animation of its namesake with a tremendous cheap game with driving elements. No mode 7 and its requisite color end resolution loss, this baby is customized with cartoon animation and enough speed to slap a few bugs on your teeth.

**84%** This is like Taz goes Road Rash. It's nice to see an original concept in an action game. The bright colors and crisp graphics jump right out of the screen and the 1st person is ultra-smooth. It's Looney Tunes at its best thanks to Sunsoft.

**94%** Taz has everything a game needs, diversity, playability, and just plain fun. You won't believe the scrolling. It's amazing, not to mention that the game is fast and the rear perspective is unique. I think that this is a definite contender for game of the year.

## BUBSY - ACCOLADE - 16 MEG - 1 PLAYER - SEE REVIEW PG. 58-59



**87%** Who'd have thought? A total winner by Acclaim! Either the personnel changed or I've brain transplants, because Bubsy is a real good game. The cat kind of goes where he wants, but everything else is solid. Good graphics & sound and it's fun. Cats everywhere should be proud.

**90%** After all of the hype that this half ball generated, I was expecting to see Son of Sonic or Mario: The Reincarnation. As such, I was waiting for Bubsy with great anticipation. Bubsy is a solid, entertaining action/platform game, but it's not on the same level with the hog and the plumber.

**81%** With all the hype, I expected more. Not that it's a bad game, but it's not great, either. The enemies are very repetitive and the action isn't all that fast. Overall, Bubsy is a solid action game and a worthy purchase for SNES owners.

**84%** There was too much hype for Bubsy. It's basically just a Mario clone without the creativity. But I still found it very fun. The levels were huge and the music was decent. The thing was, after you play it for about two hours, there's nothing there to keep you going.

## PUSSLEY'S SCAVENGER HUNT - OCEAN - 8 MEG - 1 PLAYER - SEE REVIEW PG. 66-67



**75%** Ocean follows the Addams Family with a great sequel by not straying from the original formula and improving the graphics. The pugster himself is done extremely well as a not nosed brat, and the control is right on. Hard, though...geez!

**82%** I thought the original SNES Addams Family was great. It had that European flavor, giving the game superb graphics and an addictive quality that very few titles possess. Now, Ocean uses the tried and true formula of the original to create a sequel that belongs on every SNES owner's shelf.

**84%** Although not as solid of a game as the original, Pussley's makes it through with great graphics and game play. The control is a little loose and the difficulty is hard, but, with practice, you become more involved. Each level is unique and the detail is tremendous.

**79%** Everything in this cart really makes the SNES shine. Pussley's has tons of scrolls, great playability, and music right from the movie. It's a little difficult, but it's so fun you won't care.

## SUPER TURRICAN - SEIKA - 8 MEG - 1 PLAYER - SEE REVIEW PG. 70-71



**85%** I never dreamt that anyone could make a Turrican that I would like. Sound, color, graphics and difficulty are all great. He still looks like the Tin Man from the Wizard of Oz, but, at least this time he's got an awesome game around him. This engine will serve their future games well!

**92%** The long, checked history of Turrican games has ended! Seika has brought the true Turrican to your SNES and it is a 4 meg masterpiece that looks like 16. This game is one of the few that combines outstanding graphics and game play with a soundtrack that really makes you feel the game.

**93%** This came close for my pick of the month. Super Turrican makes you forget that horrible Sega version. The soundtrack alone is awesome and the action is non-stop. Add good control and huge levels and you get the ultimate.

**80%** Seika took a boring computer game and made it awesome. The graphics and music are near perfect and the game offers a well balanced challenge. I guess what really did it for me was the music. Dolby surround adds so much more excitement while you're blowing up the enemies.





**89%** Since I'm not into stats or any of the jock stuff, when I rate a sports game it's purely on music, speed, graphics and fun. Let's talk about the basketball report, I'm stompin' the start button and gettin' to it. Tecmo is, as most agree, the best b-ball game on the SNES. Now, how about football?

**95%** Tecmo has done what I was beginning to believe couldn't be done, created a fun, addictive b-ball title that keeps you playing throughout an entire 82 game season. With great graphics, game play and simulation qualities, Super NBA is the early leader for sports game of the year.

**89%** EA has been de-throned for the best basketball game on the SNES. Tecmo is real basketball. The game speed is smooth and all the close-ups, stats, real names and fouls add to the realism. It just doesn't get much better, great game!

**83%** Tecmo NBA is undoubtedly the best basketball game yet. The graphics are fair, but what really impressed me was the control and playability that the game had. Nothing to date compares with this sports car. Very impressive.

COOL WORLD - OCEAN - 8 MEG - 1 PLAYER - SEE REVIEW PG. 74-75



**70%** I really like Kim Basinger as a solo, so why would I want to help keep her a doodle? Ocean makes a cool game out of an o.k. movie. It's a bit hard to follow, but the graphics and tunes are spectacular, so if you're willing to park it for a while and you're a patient person, Cool World is the ticket.

**81%** Cool World can be summed up in one word, "patience". The manual is very little help and you face the same frustration that was present in the movie. But, the graphics, sound and unique game play are strong enough to keep most players interested, worth a look.

**67%** Something just isn't there. The game concept is neat, but the game play is sloppy. When playing, you get no clues on where to go or what to do. The graphics and music are all right, that's about all.

**63%** I liked the movie, but the game didn't capture the feel. The graphics and music impressed me a lot, but the game was too slow. As an adventure game, it's not very good. You never get enough clues, just the run around.

NEUGIER - WOLFTeam - 8 MEG - 1 PLAYER - SEE REVIEW PG. 78



**86%** Wolfteam's made a helluva action game, but not a very good one. Based on the action, NGR ranks high, due to creative mechanics and stunning tunes. You don't need to know Japanese to play, so if it never shows up, you can buy the SF version, action gamers must have this game.

**79%** This game is too short to be considered an RPG, but it is a very strong action title in the Zelda style. Neugier has impressive graphics and sounds and you don't need to know Japanese to play it. Not my type of game, but a solid effort.

**77%** The music in this game is awesome as well as the game play. Each level is unique, making you think and explore. But for this type of game the levels should have been more complex. A good game, it just could have been better.

**72%** As Wolfteam's first action/RPG on the Super Famicom, they've really made a good game. The thing is, besides the music and graphics, which are excellent, the RPG part is too short and the action is way too easy. If it would have been longer, it would have been better.

DRAGON BALL Z - BANDAI - 16 MEG - 2 PLAYER - SEE REVIEW PG. 79



**81%** With all the fighting games out these days, it takes a lot for one to stand out. DBZ has two such qualities: the awesome Dragon Ball cast and the unique new viewpoint. There's plenty of moves and they're easy to do. A little short on the graphics, but well worth buying.

**79%** DBZ is different arena style fighting game to make it worth getting into, with a split screen presentation and increased distance between the fighters, and large sized, well animated characters. DBZ will appeal to fans of the series and fighting games alike.

**72%** It may take a while to master the control and learn the moves, but you get used to it. The fights are, for the most, missile attacks. The size of the fight area should have been made smaller for hand to hand fighting.

**82%** Bandai has made a fighting game that is totally different from the rest. The moves are hard to get used to, but the split screen action and loads of moves made it edifying. A 16 meg fighting game that needs to be brought to the states.

GREAT BATTLE 3 - BANPRESTO - 10 MEG - 2 PLAYER - SEE REVIEW PG. 80-81



**90%** This is the one I've been waiting for. It's the ultimate Gundam game. With 10 meg comes great music, awesome color and very many moves and animation, and this time, the SD's are wild men, sort of like Turtles, but better. It's all here for Gundam fans! The characters make the game!

**81%** There is nothing these Gundam boys can't do! Since the first SF game, I have played this series relentlessly. Bandai always has a new wrinkle to throw in and the graphics and sound always represent state of the art. Gundam fans do not want to miss this game!

**82%** This game is much more than I expected it to be. The use of colors make the screen jump out at you. There are large characters and the 2 player option is the ultimate. Great Battle 3 is Banpresto's best yet.

**88%** I can't believe this sequel, while being much longer than the previous version, GB3 also employs 2 player simultaneous with no slow down or flick. You get the feeling that you're playing Battletoads but with Gundams. Bandai has outdone themselves once again.

DUNGEON EXPLORER 2 - T.T.I. - SUPER CD - 1-5 PLAYER - SEE REVIEW PG. 86-91



**90%** I was glad to be the first one and I was nailed to the second. There's a certain groove you get into playing this game. It's a great formula, music is perfect, graphics and control are excellent. More games like this are needed to keep the Turbo alive until 32-bit time!

**84%** Dungeon Explorer 2 is a great title for the Turbo. This is where T.T.I.'s machine really shines. Combining great strategy, action, graphics and sound with a terrific style, DE2 is a winner. All of you Turbo owners out there don't want to miss this one.

**86%** I hardly ever play games on the Turbo. But, after peaking into Mr.Storm's office and seeing and hearing this game, I had to grab a Duo and play for myself. Now I understand why so many RPG fans love this game. It is very, very addicting.

**80%** DE2 has the same feel as the first and the same graphics as the first but is now on CD. Now you get CD music, a huge quest, and 5 player simultaneous. If T.T.I. would bring more games like this out, they'd have more than a small percentage of the market.

BONK 3 - T.T.I. - 8 MEG - 2 PLAYER - SEE REVIEW PG. 92-93



**70%** "O.K. guys let's make this Bonk 3 game. It's 'Should we add some 'craze', boss' 'No way, I'd take too long and we'd have to learn something new, just use the old engine and throw in big awesome Bonk 3. You see, boss' the problem is it's just another Bonk. Where's the 8 Meg? In his head?"

**66%** I'm Bonked out on Turbo. After 3 games, it's time to make the switch to CD or, maybe, 32-bit. To be fair, the new game does have 2 player simultaneous and is quite fun, but the look of any scrolling and a relatively flat presentation make me think that Bonk needs to find a new home.

**73%** I like the idea of 2 player simultaneous and the interaction between the players, but there isn't much new. Most of the levels look the same as well as the enemies. The game is fairly long and most Bonk lovers should like it.

**64%** Bonk 3 is really nothing new. The levels and graphics are almost identical to 1 & 2, and once again there's no ecorite. Thanks T.T.I. The two player option was nice but wasn't quite enough to keep my interest. For Bonk fans only.

FATAL FURY 2 - SNK - 106 MEG - 2 PLAYER - SEE REVIEW PG. 96-99



**92%** Mai Oh Mai, not only is this an incredible fighting game with intense backgrounds and awesome combos, but it's also got the best female character I have ever seen. From graphics to play mechanics FF2 is perfect... and the last boss scene is..... Well you'll see.

**90%** Here's the first fighting game that pulled me away from Art of Fighting. This is what a sequel should be for a little of this Caliber. It's better than the first in every way. Now please give me my Magician Lord 2!

**92%** Fatal Fury 2 has great control to allow cool combos and quick hits. The graphics are fine tuned and some levels develop awesome scrolls. Adding new characters was a definite plus as well. No Geo owner should be without one.

**95%** Fatal Fury 2 is my favorite fighting game yet. Finally, combos are now possible and there are a total of 12 characters (8 which you can choose from). If you could pick the last 4 bosses, it would be as fun as Street Fighter 2.

SUPER SIDE KICKS - SNK - 84 MEG - 2 PLAYER - SEE REVIEW PG. 100-101



**85%** If I was into soccer games I'd be locked in a closet somewhere with this one, but with all the choices for a new Geo game why soccer? Where's my RPG or Driving games SNKY This one will be huge in Europe....

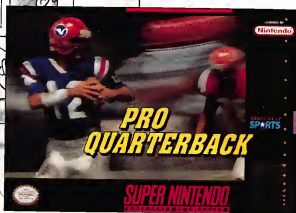
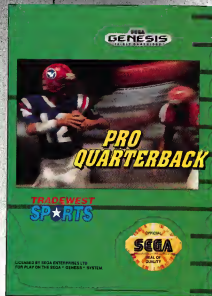
**82%** Another great entry into the Geo sports catalogue, SS has some of the best animation ever seen in a sports game. Combine that with smooth field scrolling, fast game play and you have another winner by SNK.

**70%** Super Sidekicks is one of the best soccer games out on a home system. It has great ups, fast action and cool close-ups. The large fields are also nice for passing and goal assists. But for being 84 mega, they could've done more.

**80%** Super Side Kicks is, out of all the soccer games, the best yet. The graphics, the smooth scaling and fast playability make this sort a Geo sports collector's dream come true.



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# SEGA/SECTOR



GENESIS PREVIEW  
BY E. STORM

## STREET FIGHTER II

CHAMPION EDITION

CAPCOM  
FIGHTING  
2 PLAYER  
16 MEG  
AVAIL. JUNE

Genesis owners...your time has come! Capcom has officially signed on with Sega and a 16 meg Street Fighter II Championship addition is on the way this June.

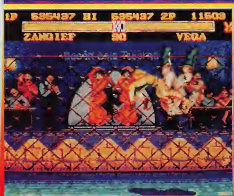
I already know what you're going to ask, What's missing? Well, besides the Bison Re-Dizzy combo...nothing. But, what's especially good news is that the control and ease of execution is better than the SNES...oh ya, better processor, better game, the 68000 is tried and true.

Graphics, graphics, graphics, seems like all I hear are SNES donors complaining about 64 colors. Well, 64 colors never looked better!



©1991, 1993 CAPCOM



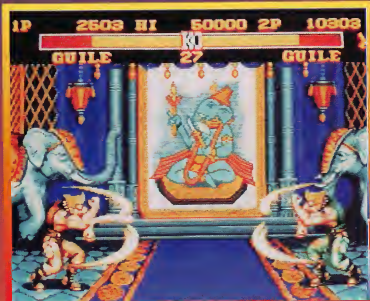


Graphically, this 16 meg cart comes real close to the coin-op. All of the line scrolls are there, the graphics are crisp and the game moves at the same pace as



the championship coin-op.

As for the music, for a Genesis cart, the tunes are excellent and the voice is surprisingly close. So,

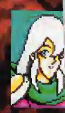


when you add all this up, you inevitably come out with one phenomenal deal on SF2 Champion. Now,



you don't have to go to the arcades and get your butt kicked...be as cheap as you want.





## Meet Interesting people



and

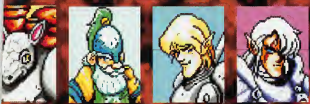
## assemble your troops.....



Must I once again,  
slice you into shreds?







opponents to ultimately gain ground and win back territory. The role playing aspect of Shining Force takes place mainly in the towns, where you will meet up with a great assortment of warriors, from powerful magic elves, to mighty fighting eagles, all of which you will immediately become attached to, either because of the way they look or fight, or just because of their spirit and vigor in battle. After you have exceeded the maximum number of characters you can bring into battle, you must leave some back at the headquarters. When you find yourself missing them, you know you're into the game and attached to its characters.

Sonic Team is really on to something with this series and they know it, they're already working on SForce 2. But, best of all, SOA sees it too and is finally committed to bringing the U.S. gamer these master works from Japan, where RPG's rule the market and many gamers burn the candle at both ends to play games like Shining Force.



**Then... Engage in battles**



**and**

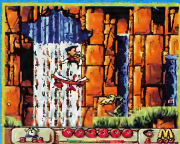


**strategically wipe out enemy hordes.**





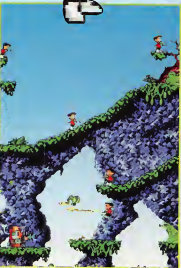
# AS THE **ALICK & MACK** **GLOBAL GLADIATORS**



Back about six months ago, in our first issue (which nobody saw), we did a review on Global Gladiators and, since then, I haven't heard a word about it. Back when I first saw Gladiators and did the review, I thought it was one of the games of the year for the Genesis. But, unfortunately, it was released at the same time as Sonic 2 and just got passed over (the box didn't help either, somewhere an artist needs a job). So, since it's too new for the graveyard, here you go. First of all, let me set your mind at ease by saying this game is not filled with burgers and fries. In fact, if you took out the spinning "M's" and that lone Ronald McDonald (who is this guy?...grow up!), it could very well have been called The Lost Boys in Slime World" or "Dream Journey" or something like that. But, the bottom line is that this is one kick-butt action/platform game that no Sega owner should be without. So, if you didn't get it, go find one...then cut out this page and replace the cover sleeve.



**GOIN' SLIMIN'**



**OK, WHERE'S RONALD?!**



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1 PLAYER  
'8 MEG  
AVAIL NOW

# COOL SPOT



His mission, produce Genesis games that always amaze and amuse. His weapon, knowledge, creativity and a development system. His enemy ...

time. His name is David Perry and this time he's really done it. In a relatively short period of time, David Perry has taken what amounts to an animated bottle cap, and, once again, broken new ground on the Sega Genesis. It seems like



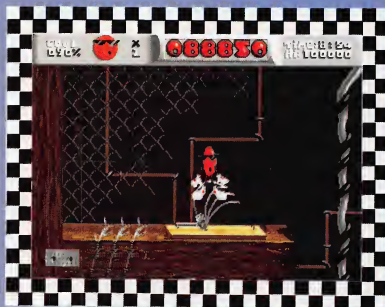
## SNELL SHOCK

every time he makes a game, he redefines the boundaries just a little bit more. Spot is the kind of game action/platform fans dream about, incorporating pinpoint control, phenomenal animation, fun precision jumping and colorful, high-res graphics.



## PIER PRESSURE

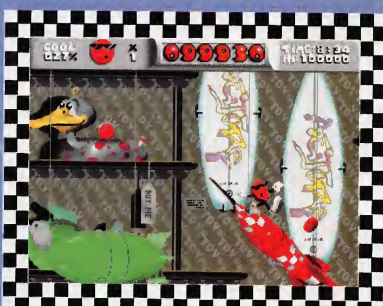




## OFF THE WALL



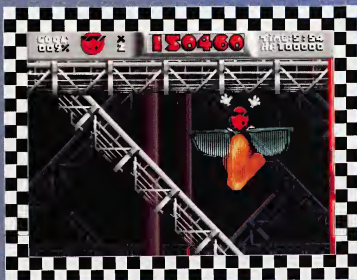
## WADING AROUND



## TONING AROUND







## RAIDICAL RAILS



## GOOD LUCK SPOT!



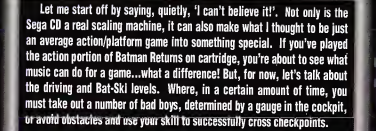
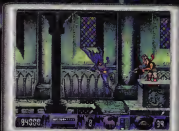
Hey ... no scaling or rotation needed!, just great programming. It has dawned on me recently that a lot of the so called next generation games with all of the bells and whistles are the ones that bite. Sure, they may look neat, but let's not forget why we are all here, for a little diversion and a lot of fun.

Spot brings me back to the basics with incredible style and a great sense of humor. It's fun, period. If Virgin ever does get D.P. on a Sega CD title, watch out!, random eye or muscle twitches may occur!



## BONUS ROUND





SEGA  
DRIVING ACTION  
1 PLAYER  
SCD  
AVAILABLE NOW

# BATMAN RETURNS

Let me start off by saying, quietly, 'I can't believe it!'. Not only is the Sega CD a real scaling machine, it can also make what I thought to be just an average action/platform game into something special. If you've played the action portion of Batman Returns on cartridge, you're about to see what music can do for a game...what a difference! But, for now, let's talk about the driving and Bat-Ski levels. Where, in a certain amount of time, you must take out a number of bad boys, determined by a gauge in the cockpit, or avoid obstacles and use your skill to successfully cross checkpoints.



What's most exciting about these incredible first person portions is that it's not just a show, it's challenging and very, very fun. Once you push your eyes back into your head, you'll be having the time of your life, especially in the sewers. We're talking Magic Mountain here. Never have I rocked and ducked so many times in a game, and these scaling graphics make Starfox look like doo-doo. The sludge is in constant motion, rocking you up and down, and the speed is mind blowing. Add to that bone chilling tunes better than the movie, and you've got one fantastic ride. Batman Returns is



another game that solidifies the capabilities of the Sega CD. SQA tells us that this is only the beginning, it will take many years to realize the full potential of the machine, which means that much more than this can, and will, be achieved in the near future. For a young system, the Sega CD has made me a true believer, and anyone that plays Batman Returns will, most assuredly, feel the same way. You don't really think you'll win, do you? Sorry Penguin, I've got a Sega CD...I've already won. My thanks to John O'brien(3D engine) and Spencer Nielsen(music) ...Good Form!



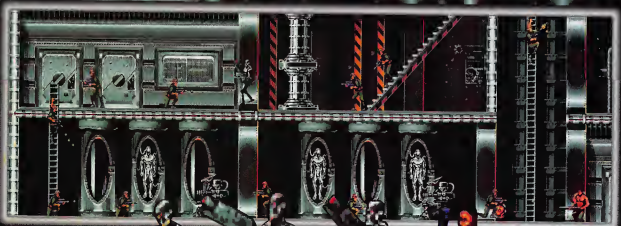
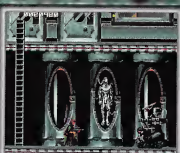


# THE TERMINATOR

VIRGIN  
ACTION  
1 PLAYER  
SCD  
AVAIL JUNE

As we promised, here's more on Terminator. This CD is nearing completion and just keeps looking better and better.

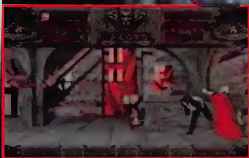
The new shots (not pictured last month) you're seeing here are from levels 3 and 4, which look unbelievable. The backgrounds are extremely realistic and the enemies look like pure steel. Another big surprise that is more apparent in this further along version is the music, which ranges from Techno to Heavy Metal, and goes with the action very well. The sound FX are also right out of the arcades. So, that's about it for this month. The next time you see Terminator in Gamefan, it'll be a full blown multi-page review. So, get ready, I'll be back.



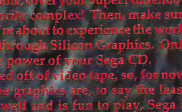
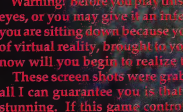
SONY  
ACTION/ADV.  
1 PLAYER  
SEGA CD  
AVAIL. JUNE

BRAM STOKER'S

# Dracula



## NEW FIRST PERSON SEQUENCES

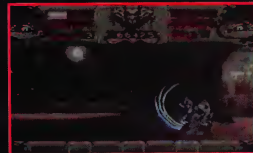


Warning! Before you play this game, cover your Super Nintendo's eyes, or you may give it an inferiority complex! Then, make sure you are sitting down because you're about to experience the world of virtual reality, brought to you through Silicon Graphics. Only now will you begin to realize the power of your Sega CD.

These screen shots were grabbed off of video tape, so, for now, all I can guarantee you is that the graphics are, to say the least, stunning. If this game controls well and is fun to play, Sega is going to move a bazillion Sega CD's real quick, as this game truly does break new ground.

Forget about anything you've seen before, nothing compares. These graphics are better than real life and, let's not forget, this is no Mario, this is Dracula, a man's game! The programmers at Sony can take a bow. Gone is the wimpy dweeb we controlled at the CES. Now, we've got a beautifully animated fighter with jabs, kicks, jumps and a mean roundhouse. And, because it's a Sega license, things do get goooey ... as they should. I mean, hey, this is Dracula!

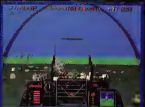
Many people jump the gun when a system is new, with non-stop complaints about hardware limitations. So, realize this. The Sega CD is less than one year new, and this is just the beginning! With titles like Bram Stoker's Dracula, Sega is really welcoming you to the next level. I'm here to say get there as fast as you can, it's awesome up here.





EA  
SHOOTER  
1 PLAYER  
16 MEG  
AVAIL JUN

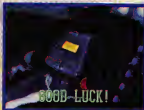
For all you Desert Strike fans, here comes a new 16 meg sequel with all new missions and vehicles at your disposal. Although still very early, we thought you would enjoy seeing how the game is coming along. I'll start with the control which is a lot smoother and easier to maneuver, and the sound effects are much clearer. While playing I found the levels to be a lot more challenging than the original, and also that you needed to take your time approaching your target similar to the rest. The great strategy is still here. I still haven't seen an actual Jungle level ... yet, but I'm sure it will be awesome. Stay tuned to Game Fan for a full review on this promising hit sequel.



# AFTER BURNER III

Afterburner...3? Are you sure? Because this looks more like a step backwards than forwards. In part two, large objects scaled semi-smoothly, in part three, small objects scale choppy. That is when there is something on the background. You're usually flying over a flat color with some dots on it. In part two, you segue way by a huge refueling ship you meet in the sky. In part 3, you load for a second while one color changes. In fact, if you take away the music and the take-off sequence, you've

got a doo-doo cartridge game. There are actually only two good points here. Number one is the music, which is phenomenal. I listen to it on the freeway all the time. And number two is the dogfight sequences, G-Loc style. Other than that, it's a sad example of a Sega CD. It just goes to show you how far Japan is behind the U.S. In CD development. We have Batman, they have AB3. Sorry to let you fly boys down, but this one's good for the music only. Fear not Batman, Dracula and Montana are on the way!





# KING OF THE MONSTERS

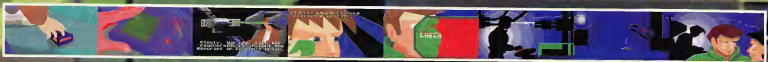
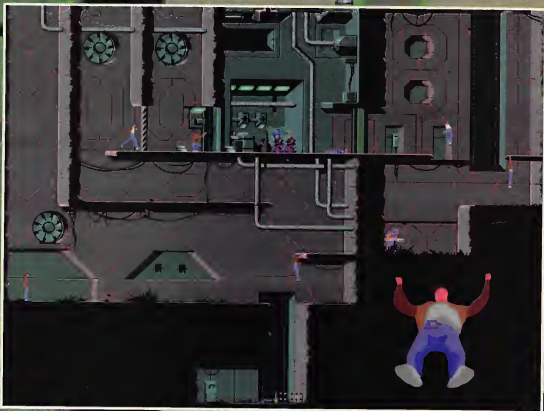
TAKARA  
FIGHTING  
2 PLAYER  
3 MEG  
AVA JUNE

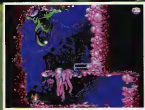
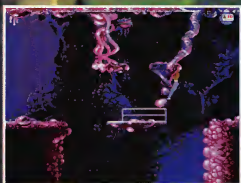
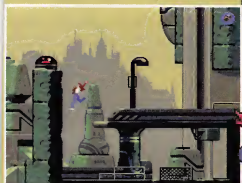
After playing Fatal Fury on the Genesis, I knew Takara wouldn't let me down with King of The Monsters. I knew it would be good, but not this good. I quickly grabbed my controller and slapped the start button. I immediately chose my favorite character, Astro Guy and took to the city streets. Right off, I was amazed by how much effort was put into this game. The colors and shades on the characters are excellent and the backgrounds are perfect. It's almost like they increased the resolution of the Genesis. Much is animated, from burning buildings to ocean water. So, I quickly began to pummel the computer and snatched a low-flying 747 and sent it through the friendly skies to a crash landing on his face...cool! The control is easy to master and, with the help of an ASCII, I made sure I wouldn't be pinned. You get a punch and a kick button and, if you hold down both, you can charge up a devastating blow. This game is much closer to the Neo-Geo version then the SNES title. In fact, the Genesis version has all the sampled sound effects found in the Geo version, even the soundtrack comes close to duplicating the mighty Neo-Geo. King of The Monsters, being Takara's second installment on the Genesis, makes them two for two. With more on the way, things are looking bright. I can't wait for Takara to bring us another one.





Every so often in the world of video games a company for one reason or another decides to do something special. Why just make a game when you can leave your mark by doing something that will stay in gamers minds and conversations for years to come? Delphine's latest entry into the Sega Genesis line up is one of those games. To go into detail would take pages of text so I'll let you experience the details for yourself. For now let me just spark your interests with a basic overview.





Flash Back follows in the tradition of Out of this World only this time around it's with much more animation, color, interaction and story, in fact, the story now unfolds before your very eyes throughout the game. The game is crisp and precise, gone is the sluggish control, and once you get it down, Conrad controls with pinpoint accuracy and everything moves along at a fast action game pace. Another big surprise is the ultra smooth scaling in the story mode and the many added frames on the character. I've never seen the Genesis look better! All I can really tell you without getting technical is the bottom line. Buy this game. It will definitely provide any gamer many hours of addicting game play and stay in your collection forever. Flash Back is one of the most amazing cartridge games ever made.

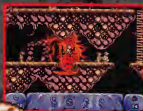




GAMETEK  
PUZZLE  
1 PLAYER  
4 MEG  
AVAIL NOW



Look out Lemmings, here come the Humans. Humans are chunky little cavemen that must work together to save their tribe. The way I see it is that there are two ways to look at this game, in the eyes of a puzzle game player (A patient one) This game will surely top his list of must have games, as it should being that it is a specific type of game. However from the other side, this one won't have the cross over that Lemmings had. Being an easy to learn game Lemmings enjoyed a universal audience where I think Humans, because of its learning curve and slow pace will most likely appeal to hard core puzzlers only. So if that's you, here you go.



# BULLS vs. BLAZERS

...And the sign on the door read: "Die hard basketball fans need only apply" ... And so it goes with EA's fourth, count 'em, 4111, basketball game for the Genesis, Bulls vs. Blazers.

O.K. guys, enough is enough! I am a die hard basketball fan. I played in high school. I played in college. I have played at least a couple of times per week for the last 20 years. I have played every video basketball game on the planet. This has to stop! There are no new graphics, no new perspective, no season, no battery, no stats. This is the same game we played 2 years ago! Granted, the original Lakers vs. Celtics was a good game, if somewhat unrealistic (when was the last time you saw John Stockton do a 360 degree gorilla slam?). But, how many times does the game buying public want to spend 60 bucks on a game that offers the exact same perspective, sound, graphics, etc. as its predecessor, offering only minor "breaking" of the game play?

Caveat Emptor (Let the Buyer Beware). Bulls vs. Blazers has gone beyond the enthusiast market. Unless you are more of a basketball fanatic than I am (or you are Tom Tolbert and, for some reason, wish you were still with Golden State), rent this game first. If you are more of a basketball freak than I am, seek professional help, quickly



EA SPORTS  
SPORTS  
2 PLAYER  
8 MEG  
AVAIL NOW



# MUTANT LEAGUE FOOTBALL

EA  
SPORTS  
2 PLAYER  
8 MEG  
AVAIL JUNE



STARRING  
BONES JACKSON  
TED AND SPOT FORD  
BOONCH BRILLER



Either you morons can start executing plays or I can start executing you!



The ALL-STARS hatch up with us so evenly that they're almost our twins: Immoral, cruel, savage, and ugly as homeride sin.



You're all playing like you have only one brain cell between you. Would whoever is sitting on it please share it with the rest of the team?



I think you're not trying. You need to give 110% in this game. You don't give it, I'll break 110% of the bones in your foot!



What do you get when you cross John Madden Football with a classic 'B' horror movie? The answer is spread before you in one of the most unique and fun games I have played this year, **Mutant League Football**.

The first thing that needs to be said about MLF is that it is not an EA Sports title, but, fear not, **Mutant League Football** is one of the best playing football games ever, even challenging the **BOOM!** man himself. As a sports title, MLF has all of the features that you have come to expect in quality sports games: 5 pages of stats with the players' names, multiple passing windows, and the ability to spin, dive and straight 'arm' your opponent.

What sets **Mutant League Football** apart from the competition is an appealing mix of 6th grade gross out humor (disemberment, decapitation, flatulent, undead beasts and other forms of sick humor particularly appealing to 12 year old males and video game magazine sports editors!), and an on-going dialogue with coaches and other players that keeps you coming back to the game and adds a sense of humor that is fresh and hilarious. This is one game where you won't be hitting the 'start' button to bypass the 'filler' screens.

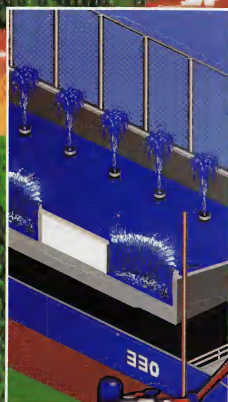
Electronic Arts has broken the rules to produce a game that is unique and loaded with long term play value for both sports and action enthusiasts alike. It may have your mom or girlfriend questioning your mental stability, but, hey, that's nothing new. Ignore the women in your life and run out to get **Mutant League Football**, killing the ref and falling off an asteroid have never been this much fun.





# RBI '93 BASEBALL

TENGEN  
SPORTS  
2 PLAYER  
8 MEG  
AVAIL NOW

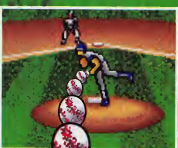


After loading the bases with three 8-bit RBI titles, Tengen ripped a homer and cleared them all with RBI IV on the Genesis last year. Now, it's a new season and Tengen is back in the ball yard with RBI '93.

Last year's title was, by far, the most dynamic baseball title available for the 16-bit systems. The '93 version is a worthy sequel to RBI IV, featuring: the new Florida and Colorado expansion clubs, improved music, improved color, animation and speed (especially the scrolling, which strengthens game play), all 1992-93 personnel changes (see you

in Texas, Jose!) and an Improved Home Run Derby and defensive practice drill. Couple that with the well rendered professional stadiums and excellent pitching and hitting mechanics of RBI IV, and you have the premiere baseball game on 16-bit.

RBI '93 does not blow the lid off of the can, but it does give owners of the previous title more than enough reasons to upgrade to the new version, and new Genesis owners a clear choice when purchasing that first baseball game. With all of the features that were great in RBI IV and the new goodies found in '93, Tengen has delivered another Ryan express fast ball that rips through the competition. Get yourself a copy of RBI '93 and call me when you score more than 14 on the defense drill!





Tony La Russa Baseball bills itself as the thinking Genesis man's baseball game. At first glance, it would seem to live up to that billing; it is definitely not an arcade game, as you have very little control over the hitting or pitching, it offers comprehensive statistics, major league players and a full season saved to battery backed-up RAM. The graphics are decent, but nothing to get all sloppy about. The sound is o.k., but the voice samples won't fool your dog, and the game play is quick and responsive, but somewhat unfulfilling.

Up to this point, we seem to be describing a typical PC baseball simulation (which La Russa originally was, from SSI), but EA committed a cardinal sin, one that is indefensible from a simulation and

stats freak standpoint...

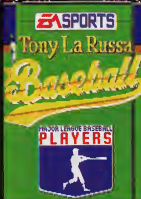
The game does **not** save stats.

It is beyond my comprehension how any one could play through a 162 game major league baseball season, with all of the players names and abilities, without saving statistics.

I guess I could begin to understand it if the game offered better arcade quality graphics and more arcade/action/player control, but these qualities are not present in La Russa Baseball.

As with Bulls vs. Blazers, EA has gone beyond the enthusiast to the die hard, "gotta have every baseball game" kind of crowd. If you gotta have it, get it. As for me, I think I'll start my spring training when Sega CD trots a new baseball game out to the mound.

EA  
SPORTS  
2 PLAYER  
8 MEG  
AVAILABLE NOW

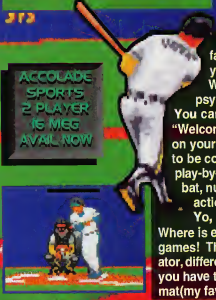


# AL MICHAELS ANNOUNCES HardBall III

Ya know, I really wanted to like this game. Having been a Hardball fan since I bought a copy for my Commodore 64 computer some eight years ago, I anxiously looked forward to Accolade's latest version. With Al Michaels doing the play-by-play (a la Sportstalk Baseball), I was psyched and ready to play! Unfortunately, the game was all talk.

You can talk the game, but can you play the game? "Welcome to Hardball III, I'm Al Michaels". These are the words that start you on your chase for the pennant, and the commentary never stops. Accolade is to be commended for the job they did with the digitized samples used for the play-by-play. The vocabulary is extensive, Al's voice has changing intonation ("At bat, number thirty-five"), and, unlike Sportstalk, Al is able to keep up with the action.

Yo, pass the binoculars! Where is everybody? The players are sooo small, I got terminal red eye after two games! The game does, however make use of a battery, stats, a character generator, different stadiums, etc. and is put together well, but it needs some zip. Accolade, you have the beginning of a strong series, keep Al Michaels and the pitching format (my favorite), but put some life and size into Hardball IV.

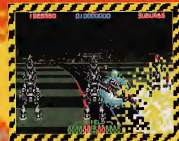
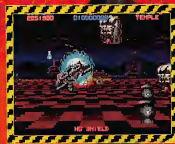


ACCOLADE  
SPORTS  
2 PLAYER  
16 MEG  
AVAILABLE NOW



Thanks again to the wonderful people at Taito of Japan. Here's another much appreciated exclusive. When we saw the 1st screen shots of Night Striker in Dengeki Mega Drive we had to get our thumbs on it so we could show you what you hopefully will be playing soon. If you're not familiar with this popular Taito coin-op game scan the arcades and find one, it's pure adrenaline! We like it so much, we got the coin-op in our office. This is 3D shooting at its best and it loses little in the translation to the MCD. Our early ROM is still a little pixelly but the awesome speed and playability remains fully intact. I can't tell you how good it feels to play games like Jaguar XJ220, Batman and Night Striker on a home system. It's just like we've said, as the programmers get more accustomed to the new hardware the games on CD will get better and better. This is only year 1 for most developers and we're already seeing intense 3D games and with Taito (of course) comes the awesome music of Zuntata, once again (as with Ninja Warriors) both arcade and arranged. What more could you ask for? Taito's done it again! Look for even more on Night Striker next month!



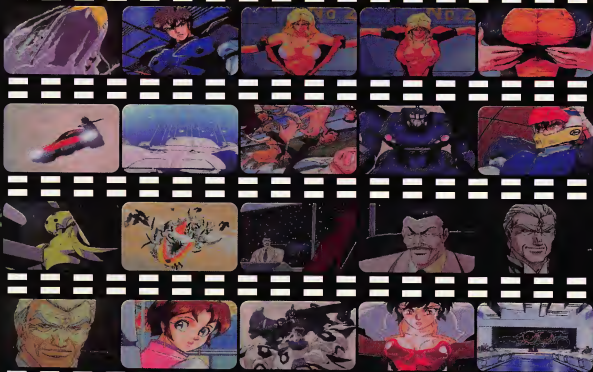
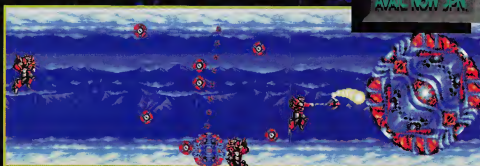




# DEVASTATOR

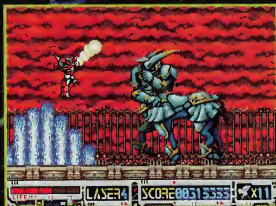


WOLFTEAM  
SHOOTER  
1 PLAYER  
MEGA CD  
AVAL NINTENDO



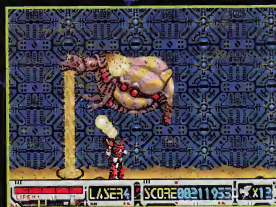
Last month, we took a brief look at this new action robot game by Wolfteam and we were impressed with the quality of the cartoon sequences. Well, you should see it now. At least one half of this CD is an actual running cartoon and, besides the resolution, it's identical to watching television.

So, o.k., we've got a great Japanese cartoon, so, how's the game? Well, this is an above average game...for cartridge. The only thing here that says CD is the sound-track, and the second boss which scales nicely, but is little more than a big, gooey,



cookie-like thing.

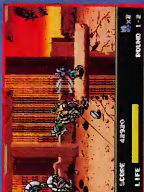
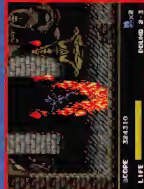
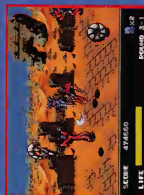
So, is Devastator worth a look? I'd have to say yes. The action is well mixed with flying and platform stages. The tunes are great and the cartoon's a knockout. Still, after you see Batman CD, Jaguar XJ220 and Silpheed, you wonder why more is not being done with the CD hardware. Wolfteam's next game is Arcus 1,2,3, we'll bring you that one next month. So, until then, go hunt for Batman.



ORIGINAL © TAKARA 1992, © TELENET JAPAN/WOLFTeam 1993

SEGA OF JAPAN  
ACTION/FTG  
1 PLAYER  
8 MEG  
AVAIL NOW JPN

# MAZIN SAGA





You've seen it for months in our Sega Preview section. Now, here it is, *Mazin Saga*, where side scrolling action and one-on-one fighting come together.

*Invasors from Hell* have been sent to Earth (it's President Clinton!), just joking Billy boy, and it's up to you to wipe 'em out! Another outstanding premise for a game! How original!

But seriously, all joking aside, *Mazin Saga* is one of the most innovative carts I've played in a long time, here's why:

Between each one-on-one fight scene, there are three levels of side scroll action, not the usual stuff, however. In *Mazin's* side scroll the characters are very small, but feature more frames of animation than any large character game. This is set against a war torn, multi-layered landscape, creating an excellent effect. But, what is really awesome about these levels are the end bosses which tower over the backgrounds and attempt to squash your character.

All of that totally pales in comparison to the one-on-one, where two huge beasts with over 30 frames of animation go head to head in a fight to the death. And scrolls, you want scrolls?!! The foreground is moving left, the floor is line scrolling and the background has three levels moving right! This effect, coupled with the amazing character animation, make for some of the best fighting ever seen. But, to my dismay (and yours too, I'm sure) there's no one-on-one Vs. 2 player mode...bummer! Sorry, not enough memory.

If Sega of Japan is smart, they'll just take the fight scenes, add more levels, make it two player and release a sequel. But, even if they don't, no problem. Real fighters are coming this year. And then when both action and fighting gamers have something to get excited about, *Mazin Saga*. Oh, by the way, check out the awesome sounds for this one. One in a million!

Protein People



# 幻影都市

# ILLUSION CITY

MICROCABIN  
RPG  
1 PLAYER  
MEGA CD  
AVAILABLE IN



After Kei hung up the phone on that wet winter night and turned to me and said "O.K., we've got it" it seemed like forever until it arrived. Microcabin has been kind enough to bestow on us the opportunity to introduce they're new Mega CD RPG to the states.

Welcome to Illusion City, Neo Hong Kong in the year 2019. As everyone knows by now, I thrive on graphic Japanese RPG's, not only because of the challenge of conquering a game in a foreign language, but for the opportunity to use my imagination, almost creating my own story as I go along. But, Illusion City offers something that no other has to date, that's a serious adult story reminiscent of Blade Runner. The play mechanics mimic Fantasy Star 2. The difference here is that the enemies animate with multiple attacks, and, later in the game (see part two next month), they get downright huge and actually lunge toward you, highly detailed and fully animated.

Next month I'll go into more detail and show you the rest of the game. Illusion City will be available in Japan this May for the Mega CD...U.S. version? If some one's got the guts, Microcabin's got the game.







# SEGA PREVIEWS By E. STORM



The popular Sega arcade game of Japan, Cotton, becomes a 3D Mega Drive shooter this June. Even though this is only an 8 Meg cartridge, the redrawn scaling is said to be ultra-amazing. Looks good to me!



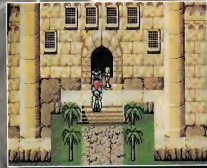
Holy fur balls, it's Bubsy on Genesis. Does this look exact or what? More soon.



See that tunnel? It's all line scrolls! And that robot? It scales in and out perfectly. Gau's Ex-Lanza will definitely be a candidate for game of the year.

Finally! Even though the imports been delayed, we'll be bringing you our Final Fight coverage next month for the Sega CD. I can't wait to see the new levels!

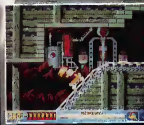
Here you are! I've been looking for you since January. Finally, the 8 Meg 4 player version of Gauntlet hits the Mega Drive in April! Round up some friends this one looks fun!



Ever since Phantasy Star II (probably the best RPG ever created on cartridge), and after the disappointment of PS III, I have been hoping that IV would have the same play mechanics as II. Sega has granted my wish. Not only will this new 16 Meg version feature the awesome fight scenes of part II, but it also features fully animated enemies. If you played part II you can imagine how incredible this game is going to be. Stay tuned!



Contrary to what you may have heard or read, SOA is still the property "solely" of GameArts. Most likely SOA will be picking it up, but no deal has yet been signed. Our friend at GameArts asked us to clear the air on this matter and have granted us the exclusive on this incredible MCD title as soon as it's ready for preview. This game is truly a breakthrough.



This game looks awesome! More fun for the MD. It's "Time Dominator", by Vic Tokai. This new character is electric... You'll see what I mean next month.





# They Just Wan

ALSO  
AVAILABLE  
ON MS-DOS  
AND  
AMIGA

ONE  
OR TWO  
PLAYER  
ACTION!

# THE LOST VIKINGS It To Go Home!

Erik the Swift, Baleog the Fierce and Olaf the Stout need serious help! Sucked into an alien spaceship, our pillaging friends are hurled through time, space and alien lands. With a jammin' musical score, our space-faring heroes come alive and humorously fight their way through 35 rip-roaring levels and solve the puzzles of Prehistoria Egypt, The Great Factory, Wacky World and more. To order "The Lost Vikings," call 1-800-969-4263 or see your local retailer.

"A new concept in video gaming." *Electronic Gaming Monthly*

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# PLANET SNES

SURE SNES REVIEW  
BY E. STORM



## TAZ-MANIA

SUNSOFT  
3D ACTION  
1 PLAYER  
8 MEG  
AVAILABLE NOW



2:30

105,380

x9

4:23

195,410

x12

Sunsoft has boldly gone where few companies have gone before, they've actually made an original game! Do not hesitate to zip right out and pluck down the dough on this one as it will definitely hold your interest for as long as you owe your SNES. No side scroll here ... This time Taz goes ballistic, dead ahead, and he's hungry! Your job is to snatch up hyper little Kiwi's. Eat enough and it's on to the next level. Sound simple? .. No way! You see ... Kiwi's are not dumb birds. Some move fast, some move slow, and some will

3:04

x5

3:19

x7

1:49

x0

1:51

x0

"TAZ BAD TO THE BONE!"

1:02

102,990

x2



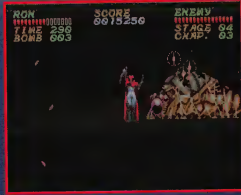


wait 'till you get right up on them then hit the brakes. They also like to bounce around ... a lot. Your timing must be perfect, and that's just the beginning. While you're trying to eat, turning corners and traversing countless hills, cars are coming both ways ... and buses, and every once in a while a pterodactyl will swoop upon you hoping to carry you way back. So when you see him, don't jump, spin, but be careful, there are plenty of trees and power poles to hit and water to sink in and if you really screw up, say hello to the She-Devil. Oh ya, this is a game. It requires skill and play time to master and that's what I like about it so much. It's not a walk through. This one is gonna last you a good long time, but that's o.k., the graphics are excellent. In fact, I think it's the best ever in a first person game and thankfully it's not flat Mode 7. These programmers have painstakingly redrawn the graphics close to the point of hardware scaling. It's really smooth, and as for fun, well I played a straight six hours prior to writing this review and no matter how many game over's I saw, I kept coming back for more. Sunsoft as of late has definitely been on a roll and there's a lot more coming. It's nice to see companies this dedicated to producing quality software. We here at GF anxiously await their next offering ... a certain Acrobat would be nice.

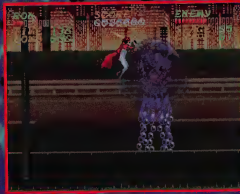
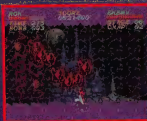
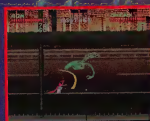


RENOVATION  
ACTION  
1 PLAYER  
8 MEG  
AVAIL NOW

# Dream Probe



Telenet's most recent attempt at a good side scroll action game is definitely their best yet. Dream Probe brings a surrealistic approach to a tried and true format, mixing mesmerizing music with wavy clouded backgrounds, special effects, and enemies right out of your worst nightmare. Dream Probe's strong points are its well drawn lead characters who change form, great use of color, mosaic bosses, and diversity, as the levels scroll both horizontally and vertically. And, most of the time the exits are hidden so you have to think a little. The music is also excellent. My only complaint is the slow down, but if you play a lot of SNES games, you're probably used to this by now. You can choose between two characters, one male, Ron, and one female, Maria. Ron is drawn better, but the game is easier to finish with Maria. Overall, Dream Probe is one of the better action games in its class, and because of its unique presentation and special effects, one that is well worth your time.





# BUBSY

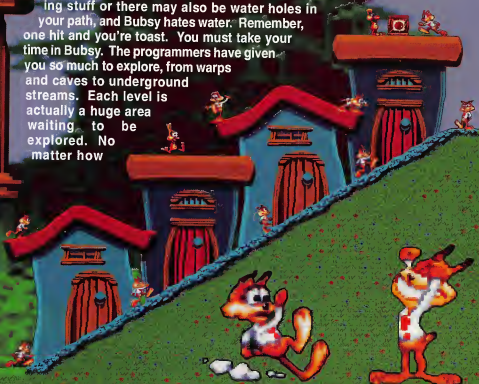
## IN CLAWS ENCOUNTERS OF THE FURRED KIND

ACCOLADE  
1 PLAYER  
ACTION  
8 MEG  
AVAILABLE NOW



I can't remember when a game has gotten more hype than Bubsy, not since Sonic has a character developed so much recognition prior to a games release. I'll start off by stating that Bubsy is not a Sonic or Mario clone. It truly is an original game. Never before has a character in an action game displayed so much personality and interaction with the player. Bubsy actually looks at you, then leans in and knocks on the screen! He also blurts out a small joke at the beginning of each level. So if you die a lot (and you will at 1st) you'll be hearing from Bubsy. You probably think this is a fast run through game in the Sonic/Mario tradition. Well, that doesn't work, you must

move along very cautiously always checking above, below and in front of yourself. A lot of woolies will be throwing stuff or there may also be water holes in your path, and Bubsy hates water. Remember, one hit and you're toast. You must take your time in Bubsy. The programmers have given you so much to explore, from warps and caves to underground streams. Each level is actually a huge area waiting to be explored. No matter how





many times you play, you'll always find a new route to reach your goal. Don't expect to just pick this one up and instantly wire it. The Bubster kind of has a mind of his own. If he's pointing down hill he's gonna walk and you gotta stop him. He also picks up speed, flies and jumps in a man-

ner all of his own, so you must adjust to Bubsy, because he's not gonna adjust to you. Accolades done a good thing here. Hopefully more games of this quality will follow. But for now, I'm waiting

for the Sega version which is just around the corner.

So I'll see you then. Chow. Chow. Chow.



## EXPLORE THE WORLD OF BUBSY



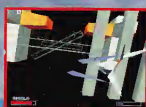
# STARFOX

**NINTENDO  
SHOOTER  
1 PLAYER  
8 MEG SFX  
AVAIL NOW**



**GNARLY SCALING!**

**SHOOT THE BODY.**



**FORTUNA'S KILLER PLANT LIFE.**

**FOX**



**FALCO**



**SLIPPY**



**PEPPY**

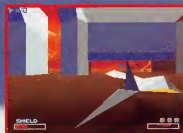
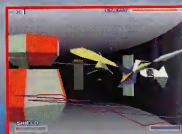


It's hard to explain the feeling you get the first time you play Starfox. The only thing I can compare it to would be F-Zero, and I didn't put that down for weeks. From the moment we saw Starfox at the CES, I knew I had to have it and that SFX chip was for real. Concept for Starfox actually comes from an Amiga shooter called Star Glider 2 from Argonaut Software (who also made Starfox). How they got the job of programmers for the first SFX game is beyond me. Such honors are usually reserved for Capcom or Konami. I guess when the suits at Nintendo saw Starfox they knew it would be the ultimate and fastest choice for their first game. Even though Starfox does not use the full capabilities of this chip, it is truly an amazing breakthrough





**SHOOT THIS DRAGON IN THE HEAD.**



**FAST REFLEXES ARE REQUIRED HERE.**

in 3D polygons shooters for home systems. Starfox is one of those games you can not judge by screen shots. (Even though they look incredible). To truly experience this game you must not only play it but master it. Never before have you been able to scale through 3D polygon landscapes, darting in and out of buildings while avoiding fire from countless humongous enemies. Most gamers will get so into the game that they'll find themselves swerving and ducking at times. As the first game using Nintendo's SFX chip, Starfox represents another technological achievement for Nintendo.



**TUFF, ISN'T HE?**



# TAKE ON THE EVIL EMPEROR ANDROSS







Are you feeling a little blue because Strider never came out for the SNES? Well, be happy my friend, Run Saber is here and it plays almost exactly the same, and its even two player simultaneous! What Luck! So how is it you ask?

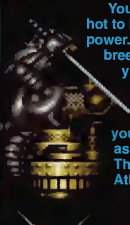
The first thing you'll notice is that the lead character in Run Saber looks, jumps, runs and climbs exactly like Strider, however the game itself, as far as layout goes is not a Strider clone. Run Saber is a well layed out excellent controlling action game all its own.

Graphically Run Saber is excellent in both the characters and the backgrounds, the levels are huge and feature both horizontal and vertical gameplay and when you play two player mode there is no slow down or flicker and the game remains very fun.

Your 2nd player is a female who isn't so hot to look at but she packs some heavy power. You'll find that as a team you'll breeze right through, so for more challenge you might want to go it on your own.

And finally, if you're into mode 7 scaling and rotation check out the level one Boss, this alone should convince you to grab a copy of Run Saber as soon as it hits the stores.

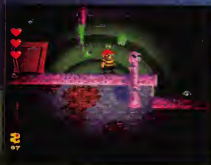
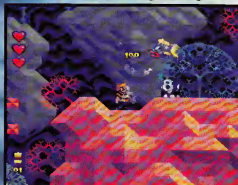
This is good stuff  
 Atlus, way to go.



# RUN SABER

**ATLUS**  
**ACTION**  
**2 PLAYER**  
**3 MEG**  
**AVAIL JUNE**





For those of you who have fond memories of that surprise hit, *The Addams Family*, here's your shot at that same spooky feeling. Except, this time it's not Gomez poking around the chambers; it's that snooty little fat boy, Pugsley.

Rather than mess with a good thing, the team at Ocean has merely enhanced the original formula.

This new addition to the *Addams Family* series features even better graphics than the original, along with much better control over the pugleser.

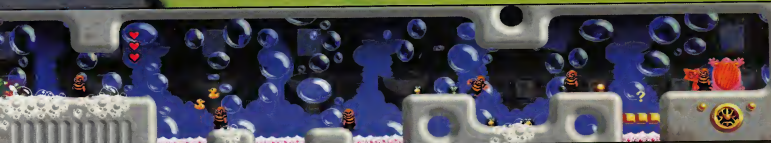






Which leads me to a good point, you're gonna need all the control you can get on this one. PSH is not an easy game. You'll see what I mean when you're ridin' cannon balls... you'll see.

The nice thing is that while you're doing this pin point tasks, you have excellent tunes to play and some of the most sharp, clear graphics this side of Morticia's cleavage. One especially graphic spot is the bathroom, which has miles of scrolling bushes and squeaky clean porcelain. Don't hang out too long, you might slip on some soap. So, escape through the first toilet seat you see (and don't forget to put the bid down for the ladies). If there is a drawback it's the cheapo ending and that sometimes you'll die when you just couldn't help it. But, if you liked the Addams Family, you'll love Pugsley's, it's the perfect answer to Ocean's 11 of '92.





**Whataya doin' after the game?**



**Saaawing batta.**



**Go ahead and**



**Oh ya, I'm gone!**



**Too close to call!**



Folks, if you've been pining away waiting for 2020 to go 16-bit, you are not going to be disappointed. Just look at these pictures! If a picture is indeed worth

a thousand words (2.3 if you read those other magazines), then these add up to War and Peace. What graphics! What game play! Very little has been lost in this translation (You can find it somewhere between the fewer frames of character animation and the stagnant crash dummies under

# Super Baseball 2020



the outfield glass). Super Baseball 2020 is clearly the most entertaining baseball game to be released for the SNES to date, which is quite an accomplishment considering that there are now 8 SNES baseball games (sheesh, the boys of summer are expanding into fall, winter and spring) available for the system.

Both baseball and action game fans alike will want to keep an eye out for this one. So, sit back, relax and enjoy the national pastime within the friendly confines of Cyber-Egg stadium.



**Oh, gloat why don't you.**



**Now You're Dead!**



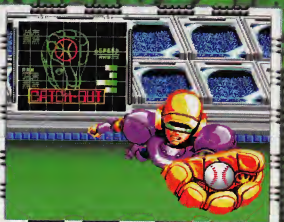
**Knock-a-knot!**



**Ramming speed!**



**Swing R2! Use the force!**



**This is gonna hurt.**

# Freakin' Awesome



"Super Turrigan will give you the worst beating of your video game life"  
GAMEPRO Magazine

"One of the best"  
Electronic Gaming Monthly

"Blazing graphics, Dolby Surround™, and smooth action make this the best Turrican ever"  
Game Players

With so much firepower at your fingertips, you're expected to win, right? Wrong! Even with super beam, smart bombs and power line super weapons at your disposal, your enemies will see that you face the ultimate in terror!

**Super Turrigan™** is one of the finest Action/Adventure games you'll ever see, feel, play or hear! That's right, hear! With full-feature **Dolby Surround Sound™**, if the incredible graphics don't toast you, the sound alone is enough to turn your brain into a crispy critter.

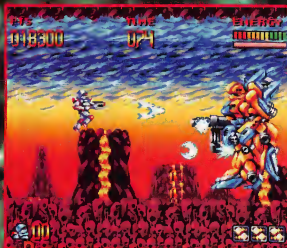
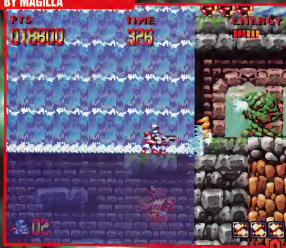
Try and survive 13 levels of the most unusual worlds ever seen. Over 1000 screens. High-tech weaponry. Brilliant special effects, 3-D graphics and exhilarating gameplay!

A warning to the cocky player who thinks he's seen it all: here you better expect the unexpected!

For your Super NES & NES systems.

**SEIKA**  
*Breakin' All The Rules™*





# SUPER TURRICAN



I'm sure a lot of you are wondering why another version of Turrican is being released. Well, be thankful because Seika has finally made Turrican a fun game. In fact, one of the best for the SNES.

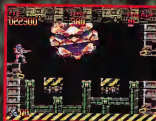
The first level prepares you for future levels with hidden platforms and power ups, even alternate paths to find the exit.

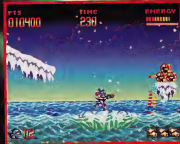


As you play through the long levels you notice the detail put into the backgrounds is incredible with tons of bright colors and lots of scrolls, and as you progress, the levels get more complex and challenging. There's one level where you need to jump back and forth between platforms which are too far apart, so you must time



SEIKA  
ACTION  
1 PLAYER  
8 MEG  
AVAIL NOW



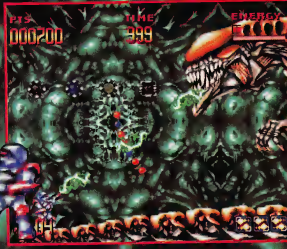
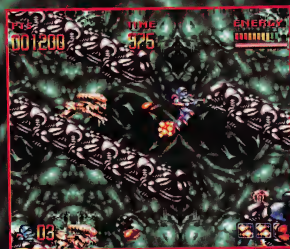


your jumps with a gust of wind to give you enough momentum to make it across. It's elements in the game like this that make Super Turrican so fun.

The weapons you have to choose from work well and the hidden power ups pop out everywhere. The spread gun almost always works the best to take out flying or jumping enemies.

One of the best features in the game is the Dolby surround sound that compliments every level with awesome soundtracks and thunderous sound effects.

So, for all of you that wished Turrican would someday be done justice, look no further. Everything that you ever wanted is right here.







# TUFF E NUFF



**JALECO  
 FIGHTING  
 2 PLAYER  
 16 MEG  
 AVAIL. JULY**

This game is hot! It's just a preview this month (so we won't show you everything), but take a look at some of the awesome moves and way cool characters. You can choose from 4 fighters, two similar to Ryu & Ken, a girl and a wrestler and each of them are armed with jaw breaking techniques. Kotonou, the girl, I especially liked because of her deadly special attacks and powerful slashing moves. And after playing a few rounds I found that you could perform some pretty cool combos. The best part is in the final round of each match where they give you an instant replay on the final hit of the game. So, if you win, you can play it back in slow motion and rub the other guys face in the dirt.

Too cool. With Brawl Brothers and now Tuff E

Nuff, Jaleco is showing a big improvement over earlier released games.

Check back next month when Game Fan takes Tuff E Nuff through basic training and finds out how Tuff it is.





TECMO  
SPORTS  
2 PLAYER  
8 MEG  
AVAIL NOW

# SUPER NBA BASKETBALL

HOME

888



Recently, one of our competitors reviewed Tecmo Super NBA Basketball and gave it less than stellar marks (you know, the semi-happy face!). Wrong!

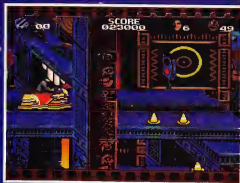
I don't know who writes their sports reviews, but I can assure you that the spineless, amoebae like geeb has never laced up the cons and mixed it up on the hard court.

Tecmo B'ball is, simply put, the best basketball game I have ever played. The game play and technique are flawless and the game includes; Instant Replay, NBA teams and players, a full season and playoffs with statistics (saved to battery), close-ups on dunks, blocked shots and 3-pointers, adjustable game times and speeds, and a league leaders stats board that tracks the best of the best.

No matter how you analyze the game; whether it be graphics, sound, game play or statistical accuracy, Tecmo B'ball has no peers. From the animation of the players as they poke away the ball and go after the steal, to the two-handed, rim-bending jamps, Super NBA redefines every standard in sports video gaming, bringing playability and sheer enjoyment to a genre of games that is often times lacking in both.

Tecmo is to be commended for bringing the intensity and playability of professional basketball home to your video screen. 250 words are not enough to describe the quality programming and design talent that Tecmo Super NBA Basketball brings to the parquet floor, so, judge for yourself, go to your retailer and take home the ultimate in 16-bit sports gaming.



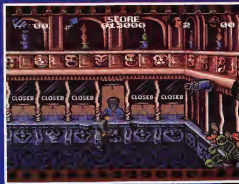


# COOL World

OCEAN  
 ACTION  
 1 PLAYER  
 8 MEG  
 AVAIL. NOW

After viewing this fine theatrical release a few month's ago and not being that impressed (except for a chance to glare at my x-girlfriend Kim)...ya, that's it, me and Kim, we uh...met on a cruise. Ya, she couldn't stay away from me, that's it...ya...I wondered how Ocean would make it into a game.





What they've done here is create a loose kind of "hang around in a level" type of game. I mean, there are enemies to avoid and attack, but at certain times, due to the lack of detailed instructions, I found myself wandering, and sometimes just standing around waiting for a warp to Vegas. Then, after sucking up countless doodles, waiting for the Doc to wise me up and help me out. Don't get me wrong, I really like this game. It has excellent graphics, killer music, and once you get used to it, the control isn't bad either. My only problem is the lack of a well defined and laid-out goal in the instruction manual. Once I played long enough to figure out the mechanics, I zipped through it and found it to be a pretty cool game. Especially nice is the lead character in the game who looks incredibly life-like. I also like the mechanics, such as the club scene where you must throw the switches, buy (and catch) a drink, then maneuver your way, via a moving light, to where Holly is on stage. These small games within the game helped hold my interest, but, again, it's all learn by doing. Cool World also has some of the best music I've heard on the SNES.

To briefly summarize, I would (and will) say that, if you're looking for something a little different, and a bit riddling as well, it's well worth your time to make the trip to Cool World.





**GAMEPLAN 2**  
**1 PLAYER**  
**RPG**  
**16 MEG**  
**AVAIL NOW JPN**

# ELNARD



For a long period of time many legends and myths have been told about this mysterious continent ... Elnard, and this adventure that you are about to embark on will surely add to it, along with all the other legends. Introducing Elnard, Enix's long awaited 16 meg RPG. This is an overhead and front perspective RPG. One of the special touches is the awesome scaling that takes place prior to and during the fight scenes. This is just a preview to give you a quick look. We'll give you a full review in our new RPG special next month.

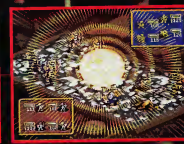
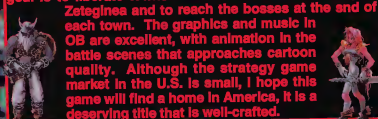


QUEST  
STR/RPG  
1 PLAYER  
12 MEG  
AVAIL NOW JPN

# Ogre Battle



Even if you are not into strategy games like Military Madness, Ogre Battle offers action gamers a painless way to get involved in a strategy game through its great animation, ease of play and magical effects. You begin by selecting your General by using Tarot cards. Your goal is to liberate towns and churches from the Empire Zeteginea and to reach the bosses at the end of each town. The graphics and music in OB are excellent, with animation in the battle scenes that approaches cartoon quality. Although the strategy game market in the U.S. is small, I hope this game will find a home in America, it is a deserving title that is well-crafted.





**WOLFTEAM**  
**ACTION/ADV.**  
**1 PLAYER**  
**8 MEG**  
**AVAIL MAR. 91**

## NEUGIER



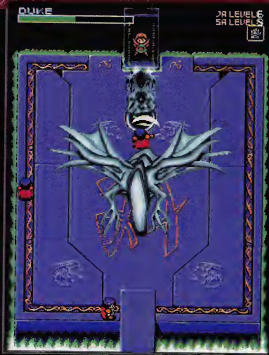
Last month, we gave you a preview of Wolfteam's Neugier, it's only fitting that we follow with a review. So, let me see...if you take a little Zelda, add a pinch of Y's then throw in just a dash of Bionic Commando and Lagoon, you've got Neugier. As I said before, this is an excellent title, however, after beating it, I will revise my opinion just a bit.

Viewed as an action title, it is excellent. As an RPG, it falls short in the length department. When I got the final version, I beat it in just over 3 hours, which is way too short to be considered role playing. So, I'm going to rate Neugier as a very long overhead action/platform title and recommend it, not for RPG players, but for action gamers.

Undoubtedly, one of the strongest selling points of this game has to be the music. It is unlike any I have heard to date on the Super Famicom. You

should also really appreciate the play mechanics, like jumping on floating platforms, along with the use of the grappling hook. Both are done extremely well, and it's not just mindless. In certain areas, proper alignment of the stones, by using the hook, is the only way of escape, while dragons are flying overhead. These are the things that make Neugier an excellent action title, and what RPG elements are thrown in just enhance it that much more.

So, if you're searching for a new week long RPG, wait for Legend of Heroes. But, if you're ready for a quality and lengthy action game, Wolfteam's got your number.







# Great Battle III

BANPRESTO  
 ACTION  
 2 PLAYER  
 10 MEG  
 AVAIL NOW JPN

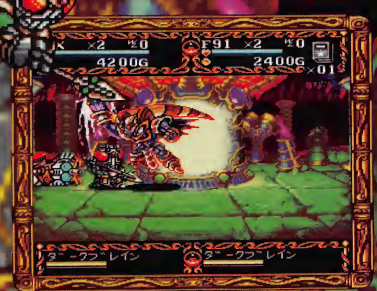
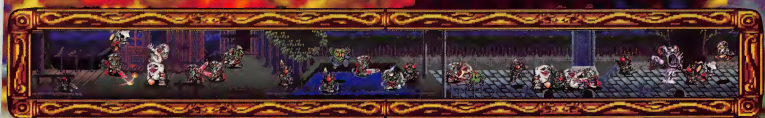
The collage features ten screenshots from the game Great Battle III, arranged in a grid-like fashion. Each screenshot shows a different battle stage with various Gundam mecha. The screenshots include the following details:

- Top Left:** A mecha in a snowy environment. Score: 20000. Level: 06. Text: PUSH START.
- Top Middle:** A mecha in a stone-walled environment. Score: 30000. Level: 01. Text: 大戦III.
- Top Right:** A mecha in a blue, watery environment. Score: 40000. Level: 01. Text: PUSH START.
- Middle Left:** A mecha in a dark, cave-like environment. Score: 19000. Level: 01. Text: 大戦III.
- Middle Right:** A mecha in a dark, cave-like environment. Score: 18000. Level: 01. Text: 大戦III.
- Bottom Left:** A mecha in a dark, cave-like environment. Score: 20000. Level: 01. Text: 大戦III.
- Bottom Middle-Left:** A mecha in a blue, watery environment. Score: 19000. Level: 01. Text: 大戦III.
- Bottom Middle-Right:** A mecha in a blue, watery environment. Score: 40000. Level: 01. Text: 大戦III.
- Bottom Right:** A mecha in a red, rocky environment. Score: 20000. Level: 01. Text: 大戦III.

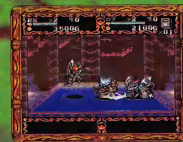
Attention all Gundam fans! The ultimate SD game has arrived. If you thought Last Fighter Twin was good, you won't believe what Banpresto's got in store for you this time. This new 10M sequel ("Great Battle Three") looks more like a Capcom or Konami game this time around, with incredible attention to detail, great special FX, loads of bright colors and great music. Banpresto has beefed up the Gundams big time. They almost look like different characters now. They are more animated, have new special attacks, move faster and control better. RX Gundam even has surfing magic this time out. It's unreal how much diversity and creativity has been packed in to this cartridge. Every level is new

A wide screenshot showing a long battle stage with multiple mecha units. The stage is set in a rocky, desert-like environment with a blue sky and distant mountains. Several mecha units are positioned along the stage, ready for battle.





and different and things like river rafting (Similar to Ghouls and Ghosts) and mining carts keep the game interesting and make it very challenging. At one time U.S. gamers used to stay away from these little Japanese robots, but there's no reason for that now, these new Gundams remind me more of our Turtles or Toads than anything else. If you've never bought an import or Gundam game, now would be a great time to start, this is one game that will hold its value for many, many moons.







KONAMI  
 SHOOTER  
 2 PLAYER  
 8 MEG  
 NOW JPN



O.K., it's another great Konami classic from Japan, and this is the one I've been waiting for, it's Twin Bee! It's time to experience

an overhead, multi-scrolling shooter with diverse and freaky characters, huge end means and phenom Gradius/Parodius tunes.

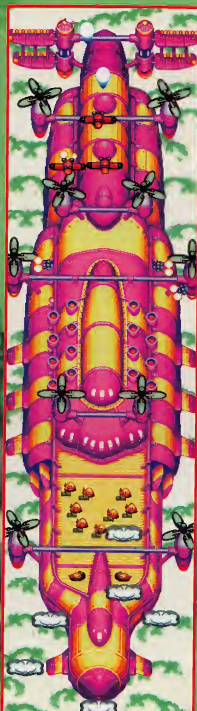
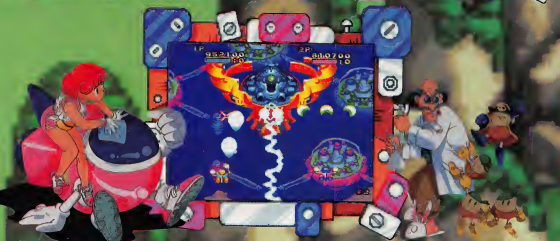
The theme, however, leans more toward the comical Parodius than the serious Gradius. So, now we've got Gradius, Parodius, Axelay and Twin Bee all out on the Super Famicom. The way is clear for

another Castlevania boyz, bring it on!

By the way, thanks for this one, it's great.

the two coolest little characters to ever grace a shooter. These guys have got some moves; they can work together for a twin attack, blow-up and explode or go in close range and punch the enemies.

Of course, all of this is animated and drawn extremely well by the excellent programmers at Konami. Play-wise, Twin Bee is







# SUPER NINTENDO PREVIEWERS



Look! It's Rocky Rodent! Here's Irem's chance to make up for Gun Force. This little rodent flips around by using his mohawk. ... No kidding! We got a chance to play this one at the CES and it's got major potential. Check out our review next month.



Irem's new shooter R-Type 3 is an original effort and is exclusive to the Super Famicom. No Coin-op on this one. Look for more on R-Type 3 in our up coming shooter special



Here it is, Art of Fighting for your Super Famicom. This is an actual screen shot. Look good? But does it scale? . . Oh yeah!



Namco's Battle Cars has rendered backgrounds, incredibly fast mode 7, and is said to be as fun as F-Zero! Sounds good doesn't it? Find out next month.



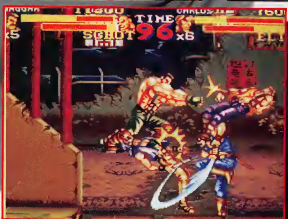
The Long awaited sequel to one of the best RPG's of all time Y's IV is thankfully modeled after the original. But, will Yuzo do the music? If so, this could be the RPG we've all been waiting for. A Mega CD version is also in the works. I can't wait to compare.



Sega's Cotton has been getting a lot of attention lately, as it should. This is a great shooter that the Super Famicom will make even better. Look for a review very soon.



Acclaim's sequel to Wrestlemania, Wrestlemania 2 is 16 meg and now has the added feature of "The Royal Rumble". Just think, all that action and you don't have to pay for pay per view.



Capcom's sequel to the one that started it all, Final Fight 2, has been beefed up to 10 meg, and guess where you'll see it next month?!



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# TURBO TOONS




It's been so long since those great Turbo days of Y's and Dungeon Explorer. At that time, I became totally addicted to both of those games. But, after two years of SNES, Genesis and Neo-Geo, I didn't know if this long awaited sequel, would have that same effect on me, even though I really liked part one.

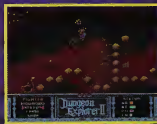
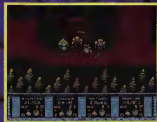
## Dungeon Explorer II

TTI  
ACTION/RPG  
1-5 PLAYER  
SCD  
AVAIL. TBA



BATTLE HORDES OF FIRE

## UP TO 5 PLAYER SIMULTANEOUS!



But, after sitting through an excellent demo sequence and then hearing that great soundtrack, now completely arranged, that old feeling came back. I played on for 12 hours before taking my first break.

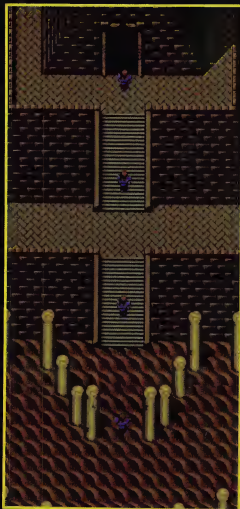
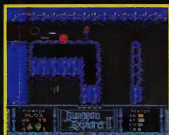
Dungeon Explorer 2 is, as it should be, more of part one, with higher res, more and better drawn enemies, a much longer quest, intermissions, and of course, a killer soundtrack.

Oh, ya, did I mention it's up to 5 players simultaneous? It may



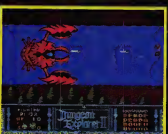
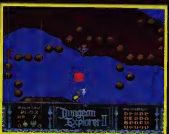
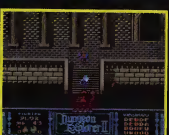
CE ENEMY CHARACTERS

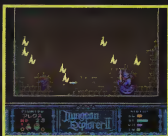




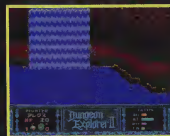
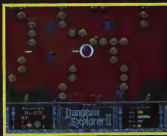
get a little chaotic, but you can all play at once with little to no flicker or slow down. Of course, you'll most likely want to go it on your own. So, use the fighter, he's a well rounded character and seems to have a much better chance of survival in the later levels.

If you're not familiar with Dungeon Explorer 2, here's a basic overview. DE2 consists



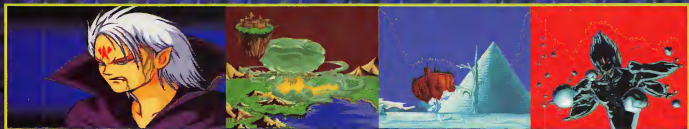


mainly of 3 parts, town, overworld and dungeon. Talk and listen in town for hints and direction. Then fight through the overworld to the many dungeons and journey through huge underground caverns, warping, fighting and exploring to reach the guardian, defeat him and collect the jew-



**REMEMBER ME...?**





els, similar to, but not exactly like Zelda. DE2, while not as puzzling as other RPG's, is just fine, since that is what this game does the best. I guess what really draws me to it in the end is the closed in feeling I get after a few hours. DE 2 has a way of dialing you in that's hard to find in many of today's games.

For me, this final journey marks the end of an era. I now await the dawn of NEC's 32-bit machine, only then will I explore these dungeons again.







# BONK

TTT  
ACTION  
2 PLAYER  
8 MEG  
AVAIL. MAY

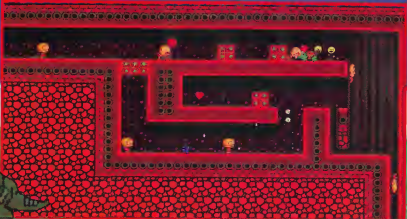


Obba-Dooba, that head buttin', rock bitin', butt burnin' caveman is back in action! Except, now, there are two of 'em.

Are you ready for another Bonk? I know you are.

So, let's talk about Bonk 3. First thing, I've gotta get something off my chest...where's the scrolls?!! Here it is, TTI's biggest title on card and there's no scrolls. I need layers of scrolls to just begin to like a game these days, so do most gamers, most likely. So, next time, make sure you don't forget for the fourth time! O.K., on with the review.

Let's give a Big Bonk Dabba Dooba for making it two player, that alone makes it worthwhile. But, the other nice addition is cool too. Now, you can shrink down to an itty-bitty micro-Bonk, or grow to an enormous, big, burly Bonk, BA BA BA BOOM!! How they get those two big Bonks on screen with no flicky or slow down is beyond me.





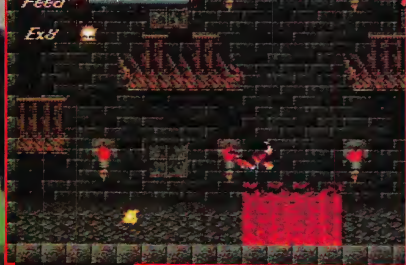
But, it's a nice effect and makes the game totally different than the others. Try getting one Bonk big and the other micro...head rides! As far as play mechanics and the basic layout, all else remains the same. However, Bonk 3 does offer Bonk fans enough new stuff to make it worth the dough. Now, give us one on CD! Or, better yet, 32-bit, only then will I Bonk again.





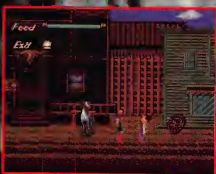
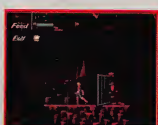
# FIEND HUNTER

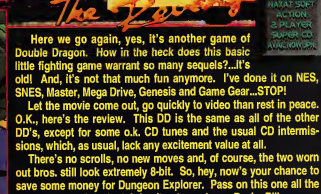
©1993 RIGHT STUFF Corp.



If you've been waiting for another game like Prince of Persia, your wait is now over. Fiend Hunter kind of mixes Earnest Evans and the old prince in a much more involved and boss filled quest. You get all the usual CD stuff here, nice animation sequences an arranged soundtrack and a long game.

The control in Fiend Hunter is good but takes quite a while to master, and your timing must be perfect. What sets this title apart from P.O.P is the use of many power ups and special items and the many bosses found in each stage, other than that it's almost identical. So if Prince of Persia left you wanting more than here it is. Otherwise you might want to pass. This one takes some getting used to.





# 双截龍 The Revenge

NAMCO SOFT  
 ACTION  
 2 PLAYER  
 SUPER CD  
 AVANCA/SPN

Here we go again, yes, it's another game of Double Dragon. How in the heck does this basic little fighting game warrant so many sequels?...It's old! And, it's not that much fun anymore. I've done it on NES, SNES, Master, Mega Drive, Genesis and Game Gear...STOP!

Let the movie come out, go quickly to video than rest in peace. O.K., here's the review. This DD is the same as all of the other DD's, except for some o.k. CD tunes and the usual CD intermissions, which, as usual, lack any excitement value at all.

There's no scrolls, no new moves and, of course, the two worn out bros. still look extremely 8-bit. So, hey, now's your chance to save some money for Dungeon Explorer. Pass on this one all the way, and pray they don't bring it out over here. By, by Billy...

# FATAL 2 FURY



SNK  
FIGHTING  
2 PLAYER  
106 MEG  
AVAIL NOW

Being a fan of the original I was ecstatic to see how much SNK improved part 2. They finally realized the importance of being able to perform combos. Boy, can you do combos. My two favorite charac-



BIG BEAR



→ +D

↘ +C

↖ → +A or C

← ↙ ↘ → -B&C





JOE  
HIGASHI



↖ ↗ ↘ → + A or C

↖ ↗ + B or D

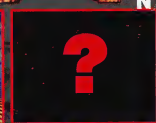
A or C rapidly

↘ ↗ → + B or D

→ ↘ ↗ ↘ → + B&C



KIM  
KAP  
HWAN



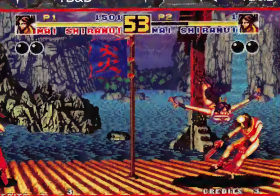
↑ ↓ + B or D

Jump ↓ + B or D

↑ ↓ ← + B&D

↑ ↓ ← ↘ ↗ ↘ → + B&D

MAI  
SHIRANUI



↖ ↗ ↘ → + A or C

↖ ↗ ↘ → + B or D

↑ ↓ + C

↑ ↓ ↗ → + A or C

→ ↘ ↗ ↘ → + B&C

# TERRY BOGARD



↓↘→+A or C



↓↙←+A or C



↓↙←↘+A or C



↓↙↘↘↘+B&C



↓↑+A or C



# ANDY BOGARD



↓↙←+A or C



↙→+A or C



↓↘↘+A or C



↘↘+B or D



↓↘↘+B&D



# JUBEI YAMADA



↙→+B or D



↓ or ↑+A or C



↙→+A or C

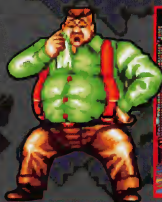


↙2-3 secs. ↓↘↘+B&C



↙↘↘+B&C





↑ ↑ +A or C

← → +B or D

↑ → ↘ +A or C

↖ 2-3 secs. ↓ ↘ → +B&C



ers are Terry Bogard and Big Bear. I know Big Bear looks big and awkward, but his size and strength shouldn't be underestimated. If he gets in close on you and grabs you, be prepared for a world of hurt. His signature clothesline and bear hug will make you rethink your strategy.

The first thing I noticed while playing was the precise control you have with the characters, for a fighting game control is a very important element. I also like the full use of

the buttons. Having a weak and strong for punches & kicks is great. (Finally, a use for the D button). You'll have to master your character in order to outsmart your challengers and the computer doesn't play fair at all. Each opponent has a different style of fighting so you'll need to adjust yourself. The last four bosses are strong and powerful, and sometimes sticking to the basics will leave you victorious. To help you out, we show you how each move is executed for all the characters.

We've even gone a step further and figured out all the "Fatal Moves". So now you can do more than beat someone, but humiliate and destroy the other guy! Hey, isn't that what it's all about!? Well, in SNK's quest for the ultimate fighting game Fatal Fury 2 should leave them satisfied for a while. That is until part 3.







# SUPER SIDEKICKS

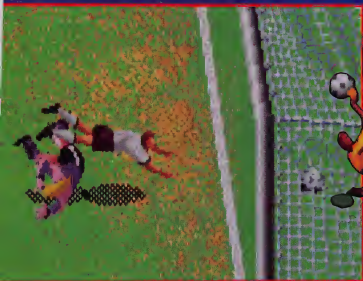
SNK has done it again, created another sports game! Yippee! Yeah! What's next, another fighting game? What happened to Chrystalis, Magician Lord 2, maybe even a 1st person driving game, or something different, maybe original? Bigger, Badder, Duller!

Don't get me wrong, Super Sidekicks is probably the best soccer game I've ever played. The game has great control, and the animation of the characters is superb. I was happy to see that they enlarged the field. Unlike Soccer Brawl, they use a multitude of screens that add to the realism of the game. Because of the size of



SNK  
SPORTS  
2 PLAYER  
2 MEG  
AVAIL NOW





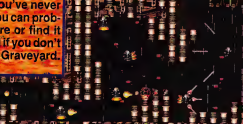
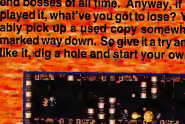
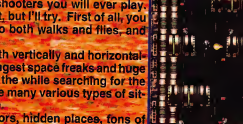
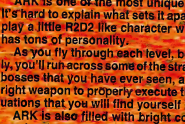
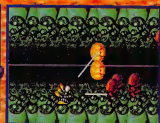
the field, the sprite size of the characters was just right. It enables you to see all the fancy footwork going on such as; Overheads, tackling, sliding, and headbutts. The fun factor was there as well, Talko and I kicked this game around for hours, of course I was victorious! Also be sure to check out the shoot-out stage (you can only get there if the game ends in a tie), great first person! Overall Super Sidekicks is an excellent game, but hey... It's only soccer. I need something different to feed my Neo Geo.



# THE GRAVEYARD

ATOMIC

## ROBO-KID



Way back when the Genesis was a relatively new system, a little known arcade game showed up called Atomic Robo Kid. At that time, 16-bit was so new that nobody really knew what it was; so most, I'm sure, passed it up.

ARK is one of the most unique shooters you will ever play. It's hard to explain what sets it apart, but I'll try. First of all, you play a little R2D2 like character who both walks and flies, and has tons of personality.

As you fly through each level, both vertically and horizontally, you'll run across some of the strangest space freaks and huge bosses that you have ever seen, all the while searching for the right weapon to properly execute the many various types of situations that you will find yourself in.

ARK is also filled with bright colors, hidden places, tons of varying landscapes and one of the toughest end bosses of all time. Anyway, if you've never played it, what've you got to lose? You can probably pick up a used copy somewhere or find it marked way down. So give it a try and if you don't like it, dig a hole and start your own Graveyard.





Welcome to another edition of Other Stuff, where you get the truth, and nothing but the truth so help me Sonic. First of all as you've already seen on page 24, Street Fighter 2 Champion Edition is on it's way to the Genesis. While at the Sega/Capcom press conference where they announced this great marriage, the Enquirer got to play a nearly completed version and said it was almost perfect. The moves were super easy with the new 6 button controller and except for a slight loss of sound quality it felt perfect. Now we can't wait for June. But perhaps the best news of all is the fact that Capcom is now an official 3rd party licensee. That means that Mega Man, Ghouls & Ghosts, and other Capcom originals may finally make their way onto one of the many Sega formats, programmed by the masters, not re-programmed goo like Mercs. No Second title has officially been announced but our guess that it will be **Mega Man** (He and Sonic were plastered on everything but the bathroom door). So now Sega has Konami and Capcom and a CD and on Virtual Reality, I think it's time for Nintendo to make a move. . . Don't you? Here's another reason for Sega users to celebrate. Virgin games along with Sega and Disney have started development on a 16 meg version of **Aladdin**. Heading up the programming is the incredible David Perry, (the programmer of Spot and Global Gladiators) can you imagine what he can do with 16 meg and the Disney animators? Virgin's other Sega projects include Jungle Book, Chuck Rock 2 (Son of Chuck), Spot CD, Robocop/Terminator, Terminator CD, and the incredible Dino Blades CD which features actual cartoon characters interacting on a video game background for the first time. This one will blow you away. . . You'll see! Another new announcement comes from Absolute who is beginning development on a 16 meg Goofy game. But the best news I've heard in a long time is the official word from Konami that **Castlevania Bloodlines** (working title) will be available for the Genesis 4th qtr., this year! And wait till you see Konami's Pocket Knight Adventures in our next issue, it's awesome! And as for Sega themselves, look for a new Road Runner action game, Sonic 3 (rumored to be the new DSP), and Real Fighters, the only game that may give Street Fighter 2 a run for it's money. There are also some new Sega CD's in the works that we can not yet discuss, but prepare yourselves, you have no idea what this system can do. . . Believe me.

Now for some Japan news, our international editor Mr. Kuboki is off to cover the big CSG show in Japan which we will bring you in depth next issue, but the good news is while he's there he'll be dropping by GameArts to bring us the official scoop on Silpheed (which has to be seen to be believed). **GameArts** has invited us to report on the game's progress and clear up the rumors throughout the U.S. press. They we're quite upset when they discovered certain publications have been calling Silpheed a Sega product. **Silpheed** will most likely end up here under the Sega license, but no deal has yet been made. Other companies we will visit include: Sega of Japan, Nintendo of Japan, Capcom, JVC, Telenet, Gau, Sonic Team, Climax, SNK, Micro Cabin, and of course Konami. So stay tuned for some serious information and interviews galore.

**Now here's that other guy with some Nintendo news. . .**

The second SFX game, **Super Hero Racing** (working title), is well under way, and we hear that it is absolutely amazing. Look for it to be 3 to 4 times better than StarFox! And then there's project's "A" and "C" (Shhhhhhhh.) Nintendo's other 2 SFX games. Strictly off the record one may be a new RPG and the other a sports title. Other new games in development include: **Super Mega Man**, R-Type 3, **Ninja Gaiden IV**, and a new Konami game that is very close to completion, called "Dragon's Magic". Hopefully we'll get a look at this new Konami title at the up-coming CSG. As for Mega Man and the others, look for them to appear at the up-coming June CES in Chicago.

Now know a lot of you are either counting on or wondering about the supposed Nintendo CD, so here's the deal. Many recent articles in the Japanese press say that Nintendo is not really concentrating on a CD right now. Instead they are looking to the SFX chip. Their view is that with a system so new and (affordable) along with the addition of the SFX chip, why release a high priced CD? I'm sure they are also waiting to get a look at 3DO before they make the leap to CD. To this date there are no certain specs on the Nintendo CD. Anyway, popular opinion among industry insiders say don't look for a CD until some time in '94. Look at it this way, if StarFox is just a very small sampling of SFX technology, just think of what the future will bring, and here's no new hardware to buy. Remember, Nintendo is very, very, market wise.

For those of you anxiously awaiting the 3DO, here's some real good news. Don't worry that you're new system may not have software support. Here's some of the over 150 licensees: Namco, Ocean, Park Place, Pony Canyon, Psygnosis, Sierra, Silicon and synapse Inc., Spectrum Holobyte, Telenet Japan, Victor Musical Industries, Virgin, Absolute, Activision, Argonaut (makers of StarFox), Bignet, Coconuts Japan, Core, Dynamix, EA, Electro Brain, Interplay, Malibu Interactive, Micro Cabin, and Microprose. I think we can rest assured that our new 3DO's will have plenty of awesome new games when it comes out this Fall. Game Fan will be starting a dedicated 3DO section very soon.

**And other news. . .**

In a recent conversation, Atari told us that they're new Jaguar would not be present at the June CES. However there will be an official launch at a press conference scheduled for this Fall. Also, the Jag will feature an AV out allowing you to play Lynx games on your big screen. . . Seeing is believing. And finally, NEC's new 32 bit system will be ready to go this holiday season in Japan, along with 3 games, an RPG, a shooter, and an action title. If all goes well, we will be bringing you screen shots very soon. Well that's it for now, see you next month in Other Stuff.



Taito's first shooter for the Mega LD looks Hot! In fact these shots compare to Namco's mighty arcade monster Galaxian<sup>2</sup> (pictured below). Let's see, Galaxian will run you about \$1,000,000 bucks and a Mega LD will get you for about \$800. I know which one I'll be buying.



Who ever designed these SF2 toys has obviously never seen the game. Maybe this is the driving game.



Meet Marty, the new 32 bit FM Towns Home system. Now that Marty's around, the Towns will get some serious games. Stay tuned for our new Marty section starting next month featuring "Death Blade".

Here's an artists rendering of the Genesis 2. This trimmed down new system will be available later this year at around \$199 (what a deal!), and may come with a 6 button controller. Even though the hardware is the same in both units, this one looks much cooler (and it's \$100 bucks cheaper). Good move Sega!



Now that Namco has signed with 3DO, games like Galaxian 3 and Starblade Don't seem to far out of reach.



Hey, remember me? I've been waiting for these Game Fan Dweebs to get their hands on a cool new machine so they can make my hand held games look as good as all the Other Stuff in the magazine. Sorry but these guys won't settle for less. I promise to make it good!





Sega, Do you take Capcom to make you a ton of dough on Street Fighter 2... "We do." And Capcom, do you promise to make SF2, Mega Man, and Ghouls & Ghosts with no flicker or slow down... "We do." Congratulations, I now pronounce Sega a Contender



Everyone on our staff worked Sonic at Street Fighter 2. It looks like he's gained some weight since Sonic 2. Better trim down Sonic or you'll never fit on that CD.

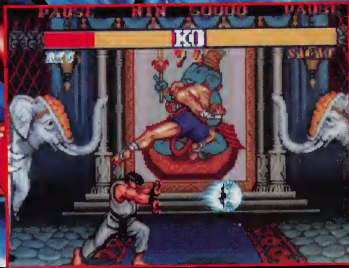
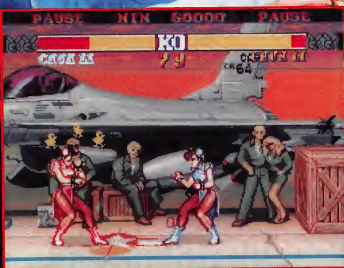


"Hey man, I'm gonna work your fat butt", said Honda to Honda. Causing a ground trembling sumo attack to break out (the fat guy won. Hey, It's character vs character!)



Can you believe it? The last thing I thought that I would ever see is a 20 meg version of Street Fighter 2 Champion Edition for the PC Engine/Turbografx. I guess somebody finally woke up. Not only does this version seem to have all the color, but

with 20 megs, you can bet the music and voice will be good too. Champion Edition for the PC Engine goes on sale this June in Japan. Expect to pay about 120 bucks for the game along with a 6 button controller... Hey, they got my money!





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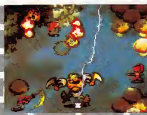
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# THE POSTMEISTER

Hey you! I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or I'll come to your house and steal your mail ... cuz I'm CrAzY!!

Dear Postmeister,

I'm a die hard SNES gamer and I love your magazine. However, why are you people favoring Sega so much? Is it because Wolfteam, a devoted Sega licensee, is working with you? All of your covers and reviews also favor Sega to Nintendo. Once the big "N"'s CD-ROM hits the market Sega will bite the dust, hard. If you print this letter, and show why your mag is top notch, you'll have my respect.

Sushi-X  
Parts Unknown

*Dear Sushi-X (THE Sushi-X, we don't know),*

First of all, we are not "working with" Wolfteam. They have simply chosen us to show their games first in the U.S. We have many friends in Japan, who we work with closely. Secondly, we do not favor Sega, it's just that, right now, they are on a role. Also, they have been much easier to work with, getting review materials, etc. Actually, many of our staff favor Nintendo. It's just that, lately, the big titles have been too few and far between. Where's Metroid, Mega Man and Ninja Gaiden IV, to name just a few that should be out by now? As far as SNES CD, don't hold your breath. Nintendo is going to get some mileage out of their SFX chip, for now. So, don't look for the CD until '94. There are still no official specs for the system. As far as Sega biting the dust, I don't think so. Sega could drop a 32-bit system in your lap tomorrow, but, why should they? They haven't even nicked the surface of what the CD can do and things are going just fine. When it's time to answer, Sega will. So, do I have your respect now?

Dear Postmeister,

We are two guys from Germany, always craving for the latest stuff in entertainment. And, guess what...that's why we tuned in to your next generation magazine. Reliable information, games rated in comparison, killer art work by Mr. Wolfinger and much more. Best of all, it seems you won't stop at the top. Awesome! We also have a few questions for you. Number one, is there any chance that great RPG's like 3 x 3 Eyes or Dark Wizard will be released on the mighty Sega CD? Number two, will Cosmic Fantasy 3, Dragonslayer 2 or Far East of Eden 2 make an appearance on the Turbo Duo? Number three, what type of games are Fhey Area and Aisle Lord from Wolfteam and are they planning to release them in the U.S.? That's all for now and we hope to hear from you soon. Keep on innovating

Christian and Michael Presl  
Hohenroth, Germany

*Dear two guys from Germany,*

Hey! Game fan is coming to Europe! Spread the word, I hear you guys are total gamers over there. I think it's awesome. Answer number one; Dark Wizard will be coming out for the Sega CD but, as for 3 x 3 Eyes, well, that particular RPG is about a girl who is possessed, causing her to form a third eye which brings her power. I don't think there's too many American companies willing to take the risk on this one. However, we will review 3 x 3 Eyes in depth next month. Answer number two;

Cosmic fantasy 3, yes, Dragonslayer 2, most likely and Far East of Eden 2, very doubtful. Answer number three; Fhey Area and Aisle Lord are both awesome role playing games, even though they don't use the full capabilities of the CD, they are both extremely engulging. We're trying to talk several third party companies into releasing either one of them. Sooner or later we are going to wake people up and get some RPG's released. Thanks for the letter, say Hi to Colonel Klink for me.

Dear Postmeister,

At last, my ever lasting quest for a good magazine has come to an end. Game fan is the best magazine in the world. Believe me, I have read French, Italian, English and Swedish magazines and none of them feature the Neo-Geo like you do. Without your magazine, I would have sold my Neo-Geo. Now, some questions about the Neo-Geo. Is the Neo-Geo capable of doing Mode 7? How many minutes of speech can be put into a Geo cart...SNES cart? I've heard that the SFX chip will make it faster than the Geo, is that true? Do you have some more info on Chrystalis, is it going to be like Zelda III? Do you have any pictures of the Neo-Geo CD?

Rodrigo Inostroza  
Stockholm, Sweden



Dear Rodrigo,

Whoa slow down there, you're making me dizzy! Hey, thanks for the plug, we work our butts off, and it's nice to hear. The Neo-Geo is capable of hardware scaling so they don't need Mode 7. Speech is only limited by cart size(it eats up a lot of megs), so it's up to the game companies on how much they will use. The SFX chip, while doing many things well(including scaling, rotation and texture mapping of polygons) will not re-write the spec's for the system. All information is still fed through the 16-bit bus, so the improvements are not related to system performance as much as object manipulation. As far as Chrystalis is concerned, unfortunately, SNK has jumped on the fighting game bandwagon and is ignoring everything else(unless your into soccer); Gengoku 2, Magician Lord 2 and Chrystalis have all been delayed. Who's running the show over here? Finally, Sony and SNK can't see eye to eye so, for now, the CD is up in the air. I urge all Neo-Geo owners to write SNK and demand RPG's and other types of games. We paid big dough for their system, they owe us!

Dear Postmeister,

I would like to complain to Nintendo for the way they heavily censor their games. Why don't you print, in your next issue, an address to which we can write and complain to them. If enough people write to them, they have to change. It's not too late, we can still save Mortal Kombat. Print Nintendo's address, nice and large, so all your readers can send in their thoughts.

Matthew Martin  
Goodlettsville, TN

Dear Postmeister,

Now that Mortal Kombat be coming to the Super Nintendo, will the blood and violence that made the game so popular be kept in, or will we, yet again, be censored by

the conservative Nintendo of America and watch dog citizen groups who constantly dictate what we as gamers should and shouldn't play? I am 21 years old. If I want to purchase a game that has this kind of content(I believe it is the only thing that made Mortal Kombat so popular), I should be able to. Sometimes I think people forget we live in America, where we, as citizens, have rights. I hope I don't have to buy the Sega CD to play the game I want to play because Nintendo decided to change the content of it. I urge all gamers, young and old alike, to write NOA and urge them to change their conservative stance to more of a liberal one, like Sega's. Wouldn't gamers like to see Splatterhouse on the SNES? Well, you won't until Nintendo rethinks it's policy. One last question, if Nintendo does censor MK in America, will the Japanese MK keep it in? I won't pay seventy bucks if they censor the game.

Robert Dagg  
Dearborn, MI

Dear Robert and Matthew,

You're not alone. We received a ton of letters this month just like yours, which is why we address censorship in this month's editorial. I printed yours because you make a good point. You can write to Nintendo, or any third party company for that matter. If enough people do and Nintendo actually thinks it will lose revenue, then you may, indeed, see a change. To help out, we will contact our representatives at Nintendo and Acclaim to voice your concerns. You know, we spoke with the programmer of Mortal Kombat at CES and, if it makes you feel any better, he wants the death moves in, too. To answer your last question, since MK is being programmed here, the Japanese version will not have the goo either. Sorry Rob, you may have to buy that Sega CD.

Nintendo of America Inc.  
Po Box:957 Redmond, WA 98073-0957

Dear Postmeister,

Me and my friends made a bet about who could find info about Street Fighter III. One friend chose to wait it out for ..., another chose .... Though he's gotten lots of info that he didn't need and lots of advertisements, He is also still waiting. Another friend chose ....., then, last month, shwing, the first info on SF3 came from your mag. Thanks a lot. I thought about sending you half of what I won, but decided I'd save up to subscribe. Can you keep us posted on the street fighting front? Thanks.

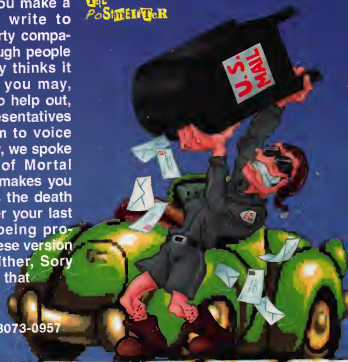
Dances with Cousin

Dear DWC,

Congratulations on winning your bet. I hope you bet on who would have the first SF2 Champion coverage on the Genesis. That one shot in you-know-where is not of the Genesis version. As for SF3, here's just a little more. At the intro, Bison is standing there and Shadow Lu comes out and kills him. We also know that Shadow Lu has horns. We'll bring you every detail we can in upcoming issues.

'Nuff said.

THE  
POSTMEISTER



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Cool Spot	Act.	Sega
Shining Force	Rpg.	Sega
Waynes World	Act.	THQ
Strider 2	Act.	US Gold
Road Riot	Drv.	Sony
Race Driving	Drv.	Tengen
Speed Way Pro Chng	Drv.	Renovation
Chi Chi Pro Chng	Drv.	Virgin
Wolfchild	Act.	JVC

### SEGA CD

Final Fight CD	Act.	Sega
Dolphin CD	Rpg.	Sega
Terminator CD	Act.	Virgin
Joe Montana	Spt.	Sega
Out of this World	Act.	Virgin

### SUPER NES

Dungeon Master	Rpg.	JVC
Sylvania	Act.	JVC
Yoshi's Cookie	Pzl.	Nintendo

Sylvania	Act.	JVC
Yoshi's Cookie	Pzl.	Nintendo
Shadow Run	Rpg.	Sega
Spellcraft	Rpg.	Sega
First Samurai	Act.	Sega
Battle Blaze	Act.	Sega
Mech Warrior	Act.	Sega
Super Turrican	Act.	Sega
T2 Judgement Day	Act.	Sega
Super High Impact	Act.	Sega
Wolf Child	Act.	Sega
Pocky & Rocky	Act.	Sega
Pigskin Football Chng	Act.	Sega

Act.	JVC
Pzl.	Nintendo
Rpg.	Data East
Rpg.	Asci
Act.	Amoco
Fig.	AM Sammy
Sim.	Activision
Act.	Sanka
Act.	LJN
Spt.	Accolade
Act.	Virgin
Act.	Nintendo
Act.	FBI

### TURBO GRAFX

Bank 3	Act.	TTI
Spiggen	Str.	TTI
Cradius 2	Str.	Konami
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Sengoku 2	Fig.	SNK

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Age \_\_\_\_\_  
System(s) owned \_\_\_\_\_  
How many games do you buy per year? \_\_\_\_\_

What type of game do you prefer?

Please write on a separate sheet what your most wanted/top ten games are.

3 TIMES THE SUSPENSE... ON NES

3 TIMES THE DANGER... ON GAME BOY

3 TIMES THE TERROR... FOR YOU!!!

# ALIEN 3

The Xenomorph are fast, spit acid and are right behind YOU! The motion tracker is your only warning. No time to think, no time to catch you breath...RUN!

Can't see very far ahead in these air ducts. Hard to breath. Blast life-sucking face-huggers with your pulse rifle and exterminate deadly Aliens with your flame thrower and grenade launcher!

**ALSO AVAILABLE ON  
SEGA GENESIS™ AND  
GAME GEAR™!**

Just keep telling yourself,  
"this isn't really happening...  
its only a game."



Exterminate deadly  
Aliens with your  
flame thrower!



Destroy all the eggs,  
but beware of deadly  
face-huggers!

LICENSED BY  
**Nintendo**



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# SWEEP THROUGH THE SHADOWS...

Win a \$500  
Electronics Boutique  
Shopping Spree  
or one of over 2,000 other prizes.

You could find yourself in the year 2050, running for your life in a race against time, technology and termination... or you could enter Data East's Shadowrun Sweepstakes and find yourself going wild in the aisles of Electronics Boutique. That's right, cruise the store and load up on all the stuff you gotta have. And when you get to the check-out stand, tell the cashier:

**"Put away that scanner, Pal... IT'S ALL FREE!"**

On top of the shopping spree, Data East will fork over more than 2,000 prizes—from Shadowrun T-shirts and satin jackets to limited-edition Shadowrun prints by the original Shadowrun artists—in a random drawing of sweepstakes entrants. And don't forget to play Shadowrun—the hottest strategy-adventure cart of 1993—and shatter the megaplexes before your friends do.

For info on getting an official sweepstakes entry form just check out any package of Shadowrun for the Super NES

... and get ready to go wild!



**10 FIRST PRIZES**

Black Satin jacket with Embroidered Shadowrun Logo

**250 SECOND PRIZES**

Shadowrun T-Shirt



**GRAND PRIZE**  
Win a \$500 Electronics Boutique Shopping Spree plus a complete Shadowrun Print Package including 4 Shadowrun jacket, books, games & figures



**2,000 THIRD PRIZES**

Limited Edition Shadowrun Poster



## OFFICIAL CONTEST RULES

NO PURCHASE NECESSARY TO ENTER OR CLAIM A PRIZE. Not open to residents of...

1. HOW TO ENTER: (1) Go to any of the following locations to obtain the Sweepstakes Entry Form. The winners to the sweepstakes can be found by playing the SHADOWRUN game, or by sending a self-addressed, stamped envelope to: SHADOWRUN Game Avenue, P.O. Box 680, Secaucus, NJ 07094-0680. Requests must be received by September 15, 1993.

2. COMPLETELY fill out the official entry blank (print only) and mail it to: "SHADOWRUN" Sweepstakes, P.O. Box 713, Secaucus, NJ 07094-0713. All entries must be received by November 1, 1993. Mechanically reproduced entries are not eligible. Not responsible for printing errors, or for mailboxes, lost, late, postage due or misdirected mail. Entry and entry per game. All entries become the property of Data East and will not be returned.

3. COMPLETELY fill out the official entry blank (print only) and mail it to: "SHADOWRUN" Sweepstakes, P.O. Box 713, Secaucus, NJ 07094-0713. All entries must be received by November 1, 1993. Mechanically reproduced entries are not eligible. Not responsible for printing errors, or for mailboxes, lost, late, postage due or misdirected mail. Entry and entry per game. All entries become the property of Data East and will not be returned.

4. JUDGING: Winners will be selected on or about November 15, 1993 in a random drawing from all entries received within the contest period by November 1, 1993. An independent judging organization will ensure the exclusive right to interpret all conditions as required by the provisions without consideration or influence from the past office of the sponsor, all alternate winners will be awarded. Winners' names are subject to the discretion of the sponsor which shall be final. All prizes will be awarded. Odds of winning depend upon the number of entries received. Only one prize per person, family, organization or household.

5. NOTIFICATION: Winners will be notified by mail by November 15, 1993 and Grand Prize winner will be required to sign an Affidavit of Eligibility and a Publicity/Release which must be returned within 14 days from date of notification. If the Affidavit is not returned within this time period, properly awarded or is returned from the past office of the sponsor, all alternate winners will be awarded. Winners' names are subject to the discretion of the sponsor which shall be final. All prizes will be awarded. Odds of winning depend upon the number of entries received. Only one prize per person, family, organization or household.

6. PRIZES: (1) Grand Prize: \$500 Shopping Spree at Electronics Boutique, plus a complete SHADOWRUN package consisting of: Jacket, Book, Game and Figure. Approx. Value: \$1000. (2) First Prize: SHADOWRUN Limited Edition. Approx. Value: \$125.00. (3) Second Prize: SHADOWRUN Limited Edition. Approx. Value: \$125.00. (4) Third Prize: SHADOWRUN Limited Edition. Approx. Value: \$125.00.

7. GENERAL CONDITIONS: Winners accepting prizes agree that all prizes are awarded on the condition that DATA EAST and their agents, representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from the acceptance, transportation or use of the prizes. Winners further acknowledge that such prizes have neither resale nor any other commercial value. All prizes are awarded as-is, without warranty, representation, or guarantee expressed or implied, in kind or in law, and will be given, delivered and used at the discretion of the sponsor. All prizes are awarded on the condition that the winner will be responsible for the transportation, delivery, and use of the prizes. All prizes are awarded on the condition that the winner will be responsible for the transportation, delivery, and use of the prizes. All prizes are awarded on the condition that the winner will be responsible for the transportation, delivery, and use of the prizes.

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9. WINNING LIST: For the names of the winners, available after November 15, 1993 in Secaucus, NJ, send a self-addressed, stamped envelope to SHADOWRUN Sweepstakes Winner, c/o Shadowrun, Inc., P.O. Box 713, Secaucus, NJ 07094-0713.



Data East USA, Inc.  
1850 Little Orchard Street  
San Jose, CA 95125  
Tel: 408/266-7074

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# SHADOWRUN

As Seen in GamePro



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



**DATA EAST**

Data East USA, Inc. 1850 Little Orchard St.  
San Jose, CA 95126

Watch your back... shoot straight...  
and never, ever, cut a deal with a dragon.



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